

STREET FIGHTER CONTENDERS



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THE TAO OF STREET FIGHTING

—Do your work, then step back.
The only path to serenity
—Lao Tzu, *Tao Te Ching*

Life is conflict, and fighting is often the natural resolution of conflict. Every culture has stories of warriors who transform mere combat into a way of life: the Spartans of Greece, the Shaolin monks of China, the samurai of Japan, and the Amazons of Scythia all embraced fighting as a way of life. In so doing, they became highly revered within their cultures — not only for their fighting abilities but also for their martial philosophies, which they applied to both warfare and life. Anyone can brawl, but it is a true fighter who can see beyond the next punch or kick to the final outcome. The Street Fighter, like the Shaolin monk or samurai warrior, fights not simply for the glory of combat, but for self development and fulfillment. Ultimately, however, every Street Fighter has her own reason for choosing Street Fighting as a way of life.

Some Street Fighters have role models — senseis, sifus, coaches, or other mentors — who inspire them to follow the way of an honorable fighter. Honorable fighters are those who fight cleanly and fairly. Although weapons knowledge is common, honorable fighters shun the use of weapons in fair fights; the Street Fighter's bodies are the best weapons, while crafted weapons are ultimately crutches used by poor fighters.

An honorable fighter has a reason for every fight he enters. There is no reason for meaningless conflict: fighting without reason is the domain of madmen and bullies. A good fighter must resist the temptation to make every conflict a battle. It is how honorable fighters perceive themselves in the world that sets them apart, assessing every situation as a potential conflict while rarely turning every conflict into a fight: the wisdom of knowing when to fight is as important as knowing when to walk away.

A fighter whose spirit is fragile is as physically strong as an egg shell. While there can be great pleasure in participating in the tradition of combat and savoring the glory of winning, it can be a drain on a fighter's spirit if the fighting becomes routine, predictable, or meaningless. In life, as in Street Fighting, a fighter must know when to confront and when to stand back. No one ever really knows how a fight will end when it begins — and the philosophical Street Fighter would state that like life, the best way to fight is to let the fight go as it will, while working towards one's own advantage.

Martial arts training prepares a fighter for more than mere combat. The honorable fighter uses training to improve not just the physical body but the mind and spirit as well. As a fighter learns

how to apply various kicks, punches, and blocks to a sparring situation, the fighter must also show perseverance and good judgment. Dishonorable individuals, in life and in Street Fighting, are those who resort to dishonorable tactics as a method of achieving what proves to be a false victory — whether in or out of the ring — believing the victory is more important than the fight itself.

Proper training is essential for Street Fighting. Endurance activities, such as running and jumping rope, are important for increased stamina; weight training improves strength; reflex skills are honed through speed drills, as the person with the fastest kick or punch is often the winner. In life, one must also learn how to endure, how to be strong, and how to respond quickly. But ultimately the highest training both in the martial arts and in life is Meditation, which assists us in gathering the mental clarity needed to follow one's instincts.

Many Street Fighters are afraid the first time they step into the ring and face their opponent, but this is natural and a part of the growth process. Facing fear is one of the biggest challenges any fighter will meet; learning to turn this fear into a positive energy force is the hardest lesson any fighter can master. However, it is essential to confront an opponent directly if a fighter wants any chance of winning. As Morihei Ueshiba says in *The Art of Peace*: "When an opponent comes forward, move in and greet him; if he wants to pull back, send him on his way."

A Street Fighter must always respect his opponent. Look at opponent directly in the eyes: this will tell more than trying to watch the hands or the feet alone. Try to anticipate an opponent: a strong block and return is an excellent way to wear down the other fighter. A good fighter underestimates neither his opponent nor himself. A good fighter should try to learn as much as possible about one's opponent, for knowing an enemy is often as valuable as knowing oneself. Street Fighting allows its participants to increase their confidence and skills and face opponents with various techniques and tactics. The "arena" is often informal and unexpected, but a Street Fighter is always ready to fight and requires only quick wits, physical skill, and steady courage. Even when the battle is one of wits, the same lessons apply.

Fighting is a discipline that few ever master completely. It requires courage, honesty, wisdom, skill and strength. Life and Street Fighting are interwoven by the simple fact that to win at either requires preparation. Those who challenge themselves present more of a challenge to others than do those who do not learn and grow. It is up to the individual to decide if she is prepared; only when she encounter the fight of her life will she know for certain if she is ready.

Introduction

Introduction

PART ONE: HONOR ROLL

These are the Contenders themselves, the people which your Street Fighters may be coming into contact — or conflict — with. Some will be friends and others foes — just remember that opponents are not always villains! Those who are contenders within the ring may be allies outside of it.

INDEPENDENTS

This chapter presents the loners of the Street Fighter circuit. They may have friends and allies, but in the ring they fight alone. Some may team up on special occasions, but otherwise they are independent, and they like it that way.

TEAMS

The more the merrier — at least this is what "team philosophy" is. This chapter presents a number of teams which may be encountered inside (or outside) the ring.

SUPPORTING CAST

If you believe that a Street Fighter's only opposition is inside the arena, think again. This chapter presents a few personalities that may aid or hinder a Street Fighter, and they are an integral part of the Street Fighting process.

THE WAYS OF THE WARRIOR

These are the ways of the Street Fighter — how they fight and where they hang out. Just remember — once a Street Fighter, always a Street Fighter. The lessons you learn in a martial art may help you outside the ring, and anywhere you go may be a setting for conflict.

STYLES

This chapter presents new styles and Special Maneuvers which may be employed by **Street Fighter** Storytellers or players. Some of these styles and Maneuvers are used by characters introduced in this book.

DUELISTS

For many Street Fighters, weapons are dishonorable; for others, they are just tools of the trade. This chapter presents systems material for Duelists and other weapon-wielding warriors.

PLACES OF CONFLICT

"All the world's an Arena," to coin a phrase. Anywhere a Street Fighter goes is a setting for conflict. This chapter presents four settings full of potential for physical and mental conflict.

To know oneself is to study oneself in action with another person.

— Bruce Lee, *Tao of Jeet Kune Do*

It comes as no surprise that Street Fighting is about conflict. Street Fighters are modern gladiators and urban warriors, mystical champions and wandering philosophers — they come in all types, shapes, and forms. But the common thread in the life of a Street Fighter is conflict and competition.

Contenders is about such a contest. It is a look both within the ring and without; it examines those who call themselves Street Fighters, and the places they frequent. Remember what Street Fighters call the Tao of Street Fighting — the belief that Street Fighting is a form for self-fulfillment — and one soon realizes that distinctions of "inside" and "outside" the ring are illusory. **Contenders** shows the many ways that this Tao manifests itself. Seldom stated but ever present, it is a meaningful way of viewing the world of the Street Fighter.

This book presents fifty characters for inclusion in any **Street Fighter** chronicle. While not all of these characters are Street Fighters, they all have some role and effect in the world of **Street Fighter**. It also introduces new martial arts styles from around the world, as well as discusses Duelists and weapons use. **Contenders** is for Storytellers and players alike: it adds to the Storyteller's repertoire of settings and characters, and gives players new options for characters.

Here's an overview of **Contenders**:

A NOTE TO PLAYERS

The characters depicted in **Contenders** are primarily for Storytellers to include in their chronicle. However, the characters can still be read as sources of inspiration during character creation; or, if the Storyteller permits, players may even choose their characters from this book's selection. However, players should check with their Storyteller first to see if she intends to use any of the characters.

Players may read certain parts of **Contenders** with impunity, though — the first two chapters of Part Two contain new martial arts styles and Special Maneuvers in addition to rules for Duelists and weapons use. These sections are invaluable for creating new and varied Street Fighters.

Part I:

HONK ROLL

*Skilled warriors of old were subtle,
mysteriously powerful,
so deep they were unknowable
Just because they are unknowable,
I will try to describe them.*

— Lao Tzu, *Tao Te Ching*

The first part of **Contenders** is a description of the contenders themselves: opponents from all Divisions and Ranks, except for World Warriors (we already know who they are). Hailing from across the globe and demonstrating a variety of styles and intentions, these characters can be used for a number of purposes — from appearing in simple bouts or matches to becoming integral parts of an ongoing chronicle. Some of these characters are not even Street Fighters, but they definitely demonstrate the fighting spirit and are bound to have an impact in the life of Street Fighters everywhere.

The tone of a **Street Fighter** chronicle may vary from Storyteller to Storyteller: it can be light and fanciful or dark and

gritty. It can be low key, with only a small handful of unusual characters like Blanka and a minimum of Special Maneuvers, or it can be four-color high action, with mutants, cyborgs, and a host of others demonstrating Chi-based powers.

The contenders in the next three chapters also vary in mood, to fit the tone of a range of chronicles, from the light-hearted to the deadly-serious. Storytellers can use or modify them as they see fit. Players may use these contenders as well, either as models for character creation or simply as precreated Street Fighters — just remember to get your Storyteller's permission first.

Chapter 1:

INDEPENDENTS

I do prefer to fight alone in the ring, yes — I believe that my goal as a Street Fighter is to better myself, and ultimately, only I can do this. The goal of self-enlightenment is a solitary one. Although I have fought alongside other World Warriors on occasion, this has proven the exception and not the rule.

— Dhalsim, in a private interview

This chapter presents the solitary Street Fighters, those who fight independently of teams. Perhaps they hope to follow the path of the World Warriors, who tend to fight solo; or maybe they simply haven't found a group that matches their own fighting styles and personalities. Whatever the reason, they almost never fight with partners.

The characters in this chapter may be used in a variety of ways. A Storyteller may choose characters from this chapter as opponents to pit against the players' characters. Likewise, players may select characters from this list and face off *mano a mano*. Any of the following Street Fighters can be made stronger or weaker according to the Storyteller's desires. However, since the contenders run the spectrum of Ranks, finding a suitable opponent should not be difficult.

ALEXANDER

Who says they don't make heroes anymore?

This, at least, is Alexander's guiding question in life. He believes that the heroic legacy of the Golden Age — Theseus, Jason and the Argonauts, and so on — can continue. Heroes need not be relegated to mythology and folklore; they can live and breathe in the here-and-now.

Alexander was born in a small village in Greece — so small it isn't on the map — and raised to believe in the old-fashioned virtues of honesty, valor, and trustworthiness. He listened to his grandmother spin her tales about the Heroic Age, and he found inspiration in these timeless stories. His uncle taught the Pankration, the ancient fighting style of classical Greece, and Alexander begged his uncle to teach him the style. Finally, seeing the young lad's persistence, his uncle relented.

Finally, at age 23, Alex — now a strapping young man of good proportions and sensibilities — had learned the Pankration and felt that he needed more of a challenge. It is easy to be virtuous, he concluded, in a small village isolated from the rest of the world. (He's right, after all.) Alexander decided to enter the Street Fighter circuit, so often talked about by other youths. Out in the world, Alex would prove himself physically and spiritually.

The "real world" was a crushing blow to the young man. It didn't want any heroes. It already had heroes in the World Warriors, but

most people didn't care about personal virtue and heroism. Worse still, Alexander saw the root evil of the world, the modern-day hydra — M. Bison and Shadoloo.

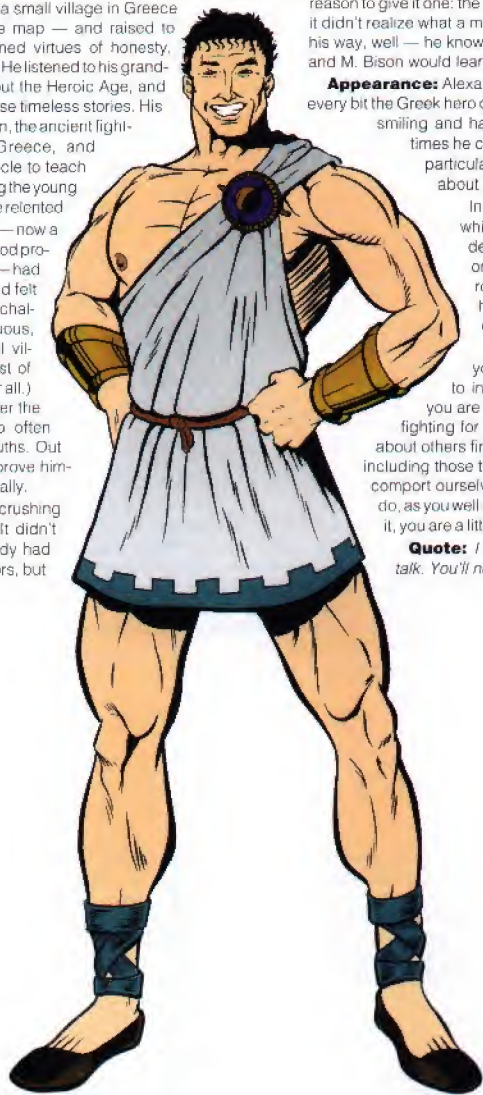
After his initial disappointment, Alexander contemplated his situation until his convictions were finally renewed. The fact that the world didn't want any heroes was yet another reason to give it one: the world was so downtrodden that it didn't realize what a mess it was in. If Shadoloo got in his way, well — he knows what happened to the hydra, and M. Bison would learn as well.

Appearance: Alexander is tall and well-muscled — every bit the Greek hero of ancient epics. Typically, he is smiling and happy (even in the ring), but at times he can be brooding and somber — particularly as he learns more and more about the world.

In the ring, Alex wears a short white tunic (pinned at one shoulder) and wrist bracers — which only serve to accentuate his heroic physique. His curly black hair is cut short, falling in ringlets onto his forehead.

Playing Alexander: At first you thought you were supposed to inspire and impress others, but you are learning that part of heroism is fighting for the downtrodden and thinking about others first. Always try to act honorably, including those times when you lose — how we comport ourselves is as important as what we do, as you well know. Although you won't admit it, you are a little vain about your appearance.

Quote: I hope you fight as well as you talk. You'll need to.



STREET FIGHTER

Name: ALEXANDER
Player:
Chronicle:

Style: THE PANKRATION
School: GREECE
Stable: NONE

Team: NONE
Concept: WOULD-BE HERO
Signature: FIST ON HIPS,
 CHEST OUT

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●○○○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●○○○○
Appearance ●●●●○

MENTAL

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ○○○○○
Intimidation ●●○○○
Insight ●●●○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●○○○○
Leadership ●●●○○
Security ○○○○○
Stealth ●○○○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ●●●○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

ARENA ●●●○○
(AMPHITHEATRE) ○○○○○
RUINS ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●○○○

SPECIAL MANEUVERS

POWER UPPERCUT _____
HAYMAKER _____
SPINNING KNUCKLE _____
TRIPLE STRIKE _____
AIR THROW _____
GRAPPLING DEFENSE _____
FLYING HEEL STOMP _____
FLYING HEAD BUTT _____
VERTICAL ROLLING ATTACK _____

Combos: _____

RENOWN

Glory
 ●●○○○○○○○○○
 □□□□□□□□□

Honor
 ●●●●○○○○○○○
 □□□□□□□□□

Division: FREESTYLE
Rank: 5

Standing

Wins 17 Losses 3
 Draws 0 KOs 5

CHI

●○○○○○○○○○○○
 □□□□□□□□□

WILLPOWER

●●●●●○○○○○○○
 □□□□□□□□□

HEALTH

●●●●●●●●●●●●●
 □□□□□□□□□□□
 ●●●●○○○○○○○○○
 □□□□□□□□□□□

EXPERIENCE

10

Quote:
Greengrunt!



STREET FIGHTER

Name: ARSLAN
Player:
Chronicle:

Style: WRESTLING
School: KIRKPINAR
Stable: NONE

Team: NONE
Concept: LOCAL BOY
Signature: ARMS EXTENDED
 OUTWARD, CHIN UP

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ●●○○○
Insight ●●○○○
Streetwise ●●○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●○○○○○
Drive ●○○○○○
Leadership ●○○○○○
Security ○○○○○○
Stealth ●●○○○
Survival ○○○○○○

KNOWLEDGES

Arena ●○○○○○
Computer ○○○○○○
Investigation ○○○○○○
Medicine ●○○○○○
Mysteries ●○○○○○
Style Lore ●○○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○○
MANAGER ●○○○○○
SENSEI ●○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

Punch ●○○○○○
Kick ●○○○○○
Block ●○○○○○
Grab ●○○○○○
Athletics ●○○○○○
Focus ●○○○○○

SPECIAL MANEUVERS

PUNCH DEFENSE _____
KICK DEFENSE _____
MAKA WARA _____
AIR THROW _____
BACK ROLL THROW _____
GRAPPLING DEFENSE _____
KNEE BASHER _____
THIGH PRESS _____

REOWN

Glory
 ●●●○○○○○○○○○
 □□□□□□□□□□

Honor

●●○○○○○○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 4

Standing

Wins 11 Losses 1
 Draws 4 KOs 0

CHI

●○○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●●●●
 □□□□□□□□□□
 ●●●●○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

PHOENIX BRIGHT

Phoenix Bright is a child of the '60s, born on a commune in Oregon. She and her twin brother, Moon Shadow, were raised to respect their Mother Earth and all who live in her gentle embrace. Their life was a haven of idyllic rapture, one destined to be destroyed. Unknown to the commune's residents, an unscrupulous businessman had targeted their land for development. The developer tried all sorts of legal, fiscal, and political tricks to pry the families away from their land, all to no avail. Finally, he turned to his contacts in Shadoloo, offering them much money for their services.

The commune, a peaceful refuge from the violence of modern society, was completely unprepared to face Shadoloo's methods. Disguised as a bike gang, Shadoloo thugs descended upon the village before dawn, putting every building to the torch. Confused and terrified, Phoenix Bright fled the commune, leaving her family and the only life she had known.

She ran for days, eventually making her way to Portland where she reported the massacre to the police. With a police escort, Phoenix made her way back to the commune to discover the village destroyed and her family gone. In despair, she returned to Portland with the police, her life in ruins.

The police placed the young girl in an orphanage run by an elderly Chinese couple. The kindly old man was a Kung Fu master who recognized the seeds of greatness in Phoenix Bright and took her under his wing. She quickly became his star pupil and found the martial arts as

an outlet for her despair and anger. Her wizened Sifu was as surprised as she was when one day she burst into flames and was, miraculously, unharmed. It seemed there was more to this young girl than anyone suspected. The pair took the unexpected development in stride and together learned to control the fire within Phoenix.

One day the master entered Phoenix's bedroom with startling news. He had heard of an American boy traveling through China who was a mirror image of Phoenix. He had also heard that the lad possessed powers similar to her own, but over the element of air. It had to be more than a coincidence — but how had this boy ended up in China?

The girl was elated and swore then to find him even if she had to travel to the very ends of the earth. The master knew such an oath would be her response and that night introduced her to the Street Fighter circuit — just the opportunity she needed.

Appearance: Phoenix Bright is a slim girl with long blonde hair falling constantly in her eyes. She tends to wear '60s-style clothes — bell bottoms, tie-dyed tank tops, and love beads. She appears thin and ungainly, an image cultivated to encourage her opponents to underestimate her.

Playing Phoenix Bright: Your pacifism is at odds with your inner turmoil. On one hand, you were raised to be a pacifist; yet the violence in your past has forced you to become a warrior. You hope to find your brother soon so that you may both put the past behind you.

Quote: *Be at peace, warrior. I will join you in meditation after you hit the ground.*



STREET FIGHTER

Name: PHOENIX BRIGHT
Player:
Chronicle:

Style: KUNG FU
School: PORTLAND
Stable: NONE

Team: NONE
Concept: ELEMENTALIST
Signature: MAKES PEACE SIGN
 WITH HER FINGERS AND GIGGLES

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●●
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●○○○○
Intelligence ●●●○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●○○○○
Insight ●○○○○
Streetwise ●●●○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●○○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ●○○○○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

SENSEI ●●●○○
CONTACTS ●○○○○
ELEMENTALIST (FIRE) ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●○○○
Block ●○○○○
Grab ●○○○○
Athletics ●●○○○
Focus ●●●○○

SPECIAL MANEUVERS

THROW
JUMP
TRIPLE STRIKE
BACKFLIP KICK
FIREBALL
MAKA WARA
DRUNKEN MONKEY ROLL
FIRE STRIKE

RENOWN

Glory
 ●○○○○○○○○○○
 □□□□□□□□□□

Honor

●●●○○○○○○○○
 □□□□□□□□□□

Division: TRADITIONAL

Rank: 4

Standing

Wins 14 Losses 2
 Draws 1 KOs 9

CHI

●●●○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●○○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

THE CRUSHER

Carl "The Crusher" Corcoran would be just another stupid, two-bit thug with attitude if it weren't for one thing: he's an incredibly tough SOB.

Crusher grew up on the tough streets of Chicago, earning points with gangs by beating senseless anyone who crossed him. His current boss works for Shadoloo. When Bison sent down the most recent order for Street Fighters, Crusher was given a trainer and sent to fight and, as they say, the rest is history.

Crusher doesn't have a whole lot of personality—he watches trashy TV, thinking the crassest, lowest-common-denominator jokes are hilarious but doesn't get the rest ("Man, that was stoopid!"). He does what the boss tells him and gets his wad of cash. He likes to fight—he's good at it. His favorite idea of a good time is going downtown, finding some harmless guy

in a bar, and beating him within an inch of his life.

Appearance: Crusher is tall, bald, and butt-ugly. In the ring he goes shirtless, with yellow spandex pants and high-top sneakers that he bought because the little pump mechanism was "cool." Outside the ring, he wears cheap suits. His forehead is low and his face ape-like. In short, he is the epitome of humanity's worst.

Playing Crusher: Turn off most of your brain functions to play Crusher; you're pretty dim, and anything you don't understand (i.e., almost everything that takes a bit of thought) you decry as "stoopid."

Anybody weaker than you is "a wus," and deserves all the beating you can give them. Anybody tougher than you is "lucky" or a "jerk," and you'll get them next time. They'll be sorry they messed with you, boy.

Quote:
The Crusher'll have you for breakfast, wimp!



STREET FIGHTER

Name: CARL "CRUSHER" CORCORAN **Style:** WRESTLING
Player: **School:** SHADOLLOO
Chronicle: **Stable:** SHADOLLOO

Team: NONE
Concept: INCREDIBLY TOUGH THUG
Signature: LAUGHS CRUELLY

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●○○
Stamina ●●●●●

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●●●○○
Intimidation ●●●●●
Insight ○○○○○
Streetwise ●●●○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●○○
Drive ●●○○○
Leadership ●○○○○
Security ●●○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●●●●
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ○○○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

ALLIES ●●●○○
BACKING ●●●○○
CONTACTS ●●●○○
MANAGER ●●●○○
RESOURCES ●●●○○
STAFF ●●●○○
 ○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ○○○○○

SPECIAL MANEUVERS

BUFFALO PUNCH | **STOMACH PUMP**
DASHING PUNCH
DASHING UPPERCUT
EAR POP
HEAD BUTT
POWER UPPERCUT
SPINNING BACKFIST
SPINNING CLOTHESLINE
SPINNING KNUCKLE
DOUBLE-HIT KICK
PUNCH DEFENSE
BACK BREAKER
BEAR HUG
BRAIN CRACKER
KNEE Basher
FILE DRIVER

REOWN

Glory
 ●●●●●●●○○○○○
 □□□□□□□□□□
Honor
 ○○○○○○○○○○○○
 □□□□□□□□□□

CHI

●●●○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●●●●
 □□□□□□□□□□□
 ●●●●●○○○○○○○
 □□□□□□□□□□□

EXPERIENCE

Division: FREESTYLE
Rank: 6
Standing
 Wins 19 Losses 7
 Draws 1 KOs 15

DHAKMAR

No matter what anyone said, Michael Dhakmar knew that his grandfather had been a hero. The old man captivated Michael with tales since childhood, telling him tales of the mighty war and the heroism of the German nobility. The atrocities, he claimed, had been exaggerations, feeble lies by the weak nations who had forced his proud homeland into the dirt twice in one century. We have been battered, said the old hero, but we have never been beaten. Michael listened to every word.

He began training young. Anyone around him who suggested that Germany may have been wrong during World War II regretted their words. Acrobatics, boxing, wrestling, karate — Dhakmar bounced from art to art, alienating everyone around him with his arrogance and quick temper. Friends became few and far between, and Dhakmar knew why — they all hated him for the superiority that was his birthright. Well, he reasoned, if he was to be hated, he would be feared as well.

He adopted a fearsome guise and scrambled through the ranks of beginning Street Fighters. He was good, very good, but his total lack of honor cost him the respect he truly needed to advance. Despite his fighting

pro prowess, many champion Street Fighters refuse to meet him in the ring. He clashed with Vega, and the fight cost him his left hand. Dhakmar replaced it with a spiked flail, and now even Vega is too afraid to fight him — at least, that's what Dhakmar will tell you. Shadoloo approached Dhakmar early on, but the proud warrior refused to join M. Bison's stable. The glory he won would belong to him and him alone.

Appearance: Michael Dhakmar is an Aryan giant in excellent shape, muscular with a dancer's grace. His teeth are filed sharp and his eyes are bright, piercing green. His fighting togs recall a soldier's black uniform cut to show off his impressive muscles. A spiked ball-and-chain hang from his left wrist; this deadly weapon disqualifies him from the less-bloodthirsty tournaments. Dhakmar's hair runs down his back in a long braid and is dyed white, black, and ice-blue. His archvillain personality matches his outrageous appearance.

Playing Dhakmar:

You are better than everybody else. No question, no argument. Each defeat is but another insult, another reason to crush everyone that stands between you and the title you crave.

Quote: Cowards! I will destroy you all!



STREET FIGHTER

Name: DHAKMAR
Player:
Chronicle:

Style: VARIETY OF STYLES
School: LOTS OF THEM
Stable: NONE

Team: NONE
Concept: HERO IN HIS OWN MIND
Signature: SPINS FLAIL
ABOVE HIS HEAD

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●○○○
Intelligence ●●○○○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●○○○
Intimidation ●●●●○
Insight ○○○○○
Streetwise ●●●●○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●○
Drive ●○○○○
Leadership ●●●●○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ○○○○○
Investigation ●●○○○
Medicine ○○○○○
Mysteries ●●○○○
Style Lore ●●●●○

ADVANTAGES

BACKGROUNDS

ALLIES ●●●●○
CONTACTS ●●●●○
MANAGER ●●○○○
RESOURCES ●●●●○
STAFF ●●○○○
FAME (INFAMY) ●●●●○
○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●○
Block ●●●●○
Grab ●●○○○
Athletics ●●●●○
Focus ●●○○○
Flail ●●●●○

SPECIAL MANEUVERS

POWER UPPERCUT

AIR THROW

LEG SWEEP

HEAD BUTT

DRAGON KICK

HEAD BITING

BACK BREAKER

REOWN

Glory
●●●●●●●○○○○○
□□□□□□□□□□

Honor
○○○○○○○○○○○○○
□□□□□□□□□□

Division: FREESTYLE

Rank: 5

Standing

Wins 14 Losses 8
Draws 0 KOs 13

CHI

●●●●●○○○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●●●○○○○○
□□□□□□□□□□

HEALTH

●●●●●●●●●●●●●
□□□□□□□□□□□
●●○○○○○○○○○○○
□□□□□□□□□□□

EXPERIENCE

DRAKIS

Drakis spread his wings and glided on the warm updrafts from the volcano, making lazy circles while absently scanning the countryside below for prey. As the young lord of his clan, he was sure he had more pressing matters to attend to, but for the moment he couldn't think of a single one.

Suddenly, he felt as if he'd slammed into a rock wall — he was caught in some kind of force field which held him tightly and prevented him from moving. He was falling fast — and then, without warning, he was... somewhere else.

It was a torchlit chamber, filled with book-strewn tables. Drakis found himself standing in the center of a circle with arcane symbols drawn around it. Across from him stood the strangest creature Drakis had ever seen. It was short, shaped like a wingless, tailless dragonman, except it had smooth, pale skin and wore layers of cloth over its body and had a bizarre, flat-faced, round head. Behind it, sitting in a large throne-like chair, sat another of the aliens, wearing red cloth and some kind of covering on its head, staring at him with faintly glowing red eyes.

"A demon!" the bald alien said. "I have succeeded in summoning a demon!" It was not Drakis' speech, but he understood it, somehow.

"Where am I?" he demanded. "Who are you? What is happening here?"

"You cannot break the circle," the bald alien said. "You are bound to obey me!"

Drakis, angry and confused, said, "Is that so?" He grabbed the bald alien around what he assumed was its throat, lifting the alien off the ground and tossing it aside. "I don't know how you brought me here, but I'm leaving!"

M. Bison watched Drakis leave, smiling darkly. "Interesting..." he said.

Appearance: Drakis is approximately eight feet tall, and looks something like a gargoyle with the saurian head of a dragon. He has huge, bat-like wings and a long tail, and his scaly skin is a deep green color. He does not wear clothes, but if he needs to carry anything he will wear a satchel or a belt-pack.

Playing Drakis: You are trapped in this alien world — you've been flying all over it and determined that it is definitely not anywhere on your home world.

It seems to be a fairly backward world — they haven't even colonized any planets in their star system.

Most of the populace seem to be a cowardly, superstitious lot. Almost every time you try to approach someone, they either flee in terror or try to make you do their bidding, because you resemble some nefarious creature from their folklore. From the few you've managed to conduct a lucid conversation with, you've discovered that you were brought here by an organization called Shadoloo, and, as far as you know, they're the only ones who can send you home.

Quote: *Stop spouting quasi-religious gibberish and tell me where I am!*

Note: Drakis is very tough, and in a conflict will ally himself with whichever side can get him home. As such, he is something of a "wild card" character — Street Fighters and Shadoloo alike will have a very powerful friend if they can convince Drakis that they will help him. If he sees that it would be to his advantage, he will change sides at a moment's notice or even forsake both sides and strike out on his own. Before too long, he'll be able to see that Shadoloo has no attention of ever helping him, and that may convince him that no human is trustworthy. It would take a tremendous effort on the part of Street Fighters to convince him otherwise.



STREET FIGHTER

Name: DRAKIS

Player:

Chronicle:

Style: DRAGONMAN

School: UNKNOWN

Stable: NONE

Team: NONE

Concept: STRANGER IN A STRANGE LAND

Signature: SMOKE RISES FROM
NOSTRILS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●○
Stamina ●●●●●

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●○
Intimidation ●●●●●
Insight ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●○
Drive ○○○○○
Leadership ●●●●○
Security ○○○○○
Stealth ●○○○○
Survival ●●●●○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●●●○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

ANIMAL HYBRID (DRAGON) ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●○
Block ●●●●○
Grab ●●●●○
Athletics ●●●●○
Focus ●●●●○

SPECIAL MANEUVERS

FLIGHT	FLYING HEAD BUTT
HEAD BUTT	FLYING HEAL STOMP
TAIL SWEEP	KIPPUP
MAKA WARA	ROLLING ATTACK
HEAD BITE	THUNDERSTRIKE
RIPPING BITE	VERTICAL ROLLING ATTACK
NECK CHOKE	WALL SPRING
THROW	FIREBALL
AIR SMASH	FLYING FIREBALL
BEAST ROLL	INFERNO STRIKE
DIVING HAWK	REPEATING FIREBALL
FLYING BODY SPEAR	TOUGHSKIN
UPPER TAIL STRIKE	DRAGON'S TAIL

New Basic Maneuvers: BITE (5),

CLAW(5),

TAIL(5)

RENOWN

Glory
○○○○○
□□□□□
Honor
●●●●○
□□□□□

CHI

●●●●●
□□□□□

WILLPOWER

●●●●●
□□□□□

HEALTH

●●●●●
□□□□□
●●●●●
□□□□□

Division: N/A

Rank:

Standing

Wins - Losses -

Draws - KOs -

EXPERIENCE

DUNATIS

Ian MacLaren was born in the Scottish Highlands, his father the foreman at a local mine. As soon as Ian was old enough, he went to work in the mines alongside his father, as countless generations of MacLarens before him had. His father was a boxer of some renown in his youth and the two of them would train and spar together each day after work. Life was good for the MacLaren family until tragedy struck.

One day an explosion sealed hundreds of workers, including the two MacLarens, in the mine. Within the dark bowels of the earth, the miners frantically strove to escape. Somehow fear and terror ignited the boy's hidden power as he discovered that he could manipulate the very earth around him. Using his newfound powers, Ian was able to save the entombed miners — but not before dozens had died from injuries and asphyxiation, including his dear father.

Ian was devastated by the loss and swore to honor the memory of his father by carrying on with his boxing career. He took the name Dunatis (after the Celtic mountain god) and entered the profes-

sional boxing circuit. Soon he found that his Elemental powers made him more than a match for the fighters he faced. It was inevitable that he would drift onto the Street Fighting circuit, where he could find more challenging opponents.

Appearance: Dunatis likes to show off his extraordinary physique in the ring, wearing only a kilt and soft boots. In the top of one boot is a Sgair Dubh, a small knife worn in the traditional manner of the Highland clans.

Playing Dunatis: You are honorable but have the Highlanders' quick temper, especially when it involves slights against dear Scotland. You believe that every action you take reflects upon your ancestors, for good or for ill. You always strive to do your best to honor the memory of your deceased father. You intend to return eventually to the precious land of your birth with that special lassie (whom you have yet to meet) and raise strapping young lads to carry on the MacLaren legacy in the ring.

Quote: Aye laddie, you may have a wee bit of a name across the pond, but we dunna ken yah in the Highlands.



STREET FIGHTER

Name: DUNATIS
Player:
Chronicle:

Style: BOXING
School: MACLAREN
Stable: NONE

Team: NONE
Concept: ELEMENTALIST
Signature: DOES A HIGHLAND
FLING OVER OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●●●●●
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●●●○○
Insight ●●○○○
Streetwise ●●●○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●●○○
Drive ●●●○○
Leadership ●●●○○
Security ○○○○○
Stealth ●●●○○
Survival ●●●○○

KNOWLEDGES

Arena ●●●○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ELEMENTALIST (EARTH) ●●●●●●
ALLIES (CLAN MACLAREN) ●●●○○
ARENA (COAL MINE) ●●●○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●○○○○
Block ●●●○○
Grab ●●○○○
Athletics ●○○○○
Focus ●●●●●

SPECIAL MANEUVERS

JUMP	WALL
FIST SWEEP	WEIGHT
DASHING UPPERCUT	
HEAD BUTT	
HEAD BUTT HOLD	
POWER UPPER CUT	
HAYMAKER	
ELEMENTAL SKIN	
EARTH STRIDE	
PIT	
STONE	
Combos: JAB - FIST SWEEP - PIT	
(DIZZY)	
HEAD BUTT - DASHING PUNCH -	
HAYMAKER (DIZZY)	

REOWN

Glory
●●●●●○○○○○
□□□□□□□□

Honor
●●●●●○○○○○
□□□□□□□□

CHI

●●●●●○○○○○
□□□□□□□□

WILLPOWER

●●●●●○○○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

Division: FREESTYLE

Rank: B

Standing

Wins 38 Losses 2
Draws 2 KO's 36

EXPERIENCE

THE GIBSON GIRL/GX-9

Gina Gibson grew up in the suburbs of Washington, D.C., the child of loving parents. Her childhood was happy, and she wanted for little: riding lessons, ballet class, a car when she was 16 — she had it all. When her older brother Leonard got involved in the martial arts, she followed in his footsteps. The two studied Karate for years at a school at the mall. It was obvious early on that Gina was a better student than her brother. Encouraged by Leonard and her instructors, she entered a tournament, which she won. She has been firmly committed to the martial arts ever since.

Gina practiced her art all through high school and college. Winning tournament after tournament, she came to the attention of Master Renkei, a master of Shotokan Karate who was impressed by her skill and dedication. He offered to take her as a student, and teach her far more than any common dojo could; Gina accepted. Renkei told her stories about Ryu and Ken and their exploits in the StreetFighter arena. In her, he would say, he saw the same potential for victory. She soon joined the Street Fighter circuit as "The Gibson Girl," with her brother as manager.

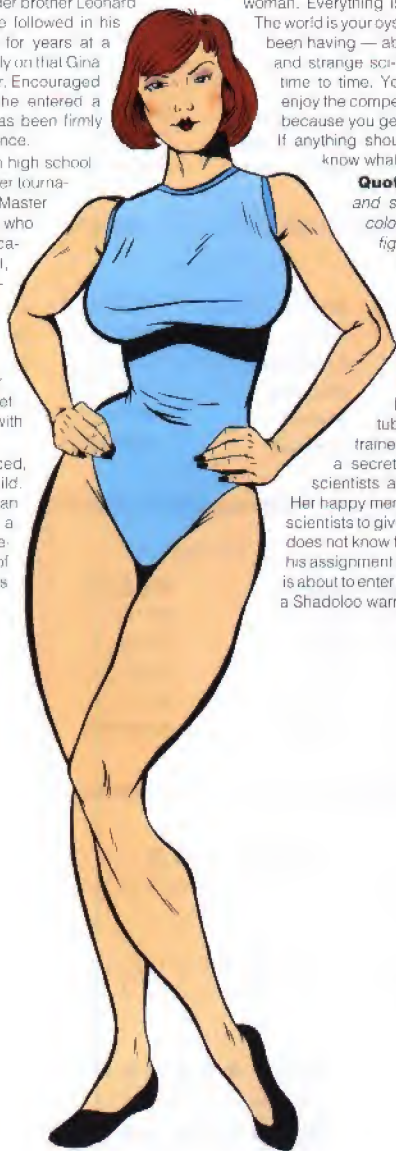
Appearance: Gina is a fresh-faced, pretty young woman with a healthy build. She is the epitome of the all-American woman. Her short dark hair is cut in a fashionable but practical bob. She prefers jeans and t-shirts and a pair of short boots, but wears a gymnastics

leotard in the ring. She has a bright, easy smile that dazzles anyone who looks at her.

Playing Gina: You're a happy, well-adjusted young woman. Everything is bright and filled with potential. The world is your oyster. Those strange dreams you've been having — about scary men in surgical masks and strange sci-fi equipment — bother you from time to time. You wonder what they mean. You enjoy the competition of Street Fighting, but love it because you get to spend time with your brother. If anything should happen to Lenny, you don't know what you'd do.

Quote: *Don't you just love the sights and sounds of a tournament? It's so colorful and exciting. Too bad I have to fight you in the third match!*

Note: Gina does not suspect that her entire life is a lie, and that she is not entirely human: she is Genetic eXperiment, Number Nine. Genetically developed to be the ultimate fighting machine, GX-9 was created in a laboratory. Conceived in a test tube, raised in an incubator, and trained by soldiers, she is the product of a secret project, directed by Shadoloo scientists and funded by Shadoloo money. Her happy memories are false, implanted by the scientists to give her a "normal" background. She does not know that Leonard is a Shadoloo agent, his assignment to watch over her. Now the project is about to enter its third phase — activating her as a Shadoloo warrior.



STREET FIGHTER

Name: GINA GIBSON/GX-9
Player:
Chronicle:

Style: SHOTOKAN KARATE
School: RENKEI'S DOJO
Stable: NONE

Team: NONE
Concept: MUTANT
Signature: FLEXES

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●●●
Stamina ●●●●●

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●●

MENTAL

Perception ●●●●○
Intelligence ●●○○○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●●
Interrogation ●●●○○
Intimidation ○○○○○
Insight ●●●●○
Streetwise ●○○○○
Subterfuge ●●○○○

SKILLS

Blind Fighting ●○○○○○
Drive ●○○○○○
Leadership ●○○○○○
Security ●○○○○○
Stealth ●○○○○○
Survival ●○○○○○

KNOWLEDGES

Arena ●●●●●
Computer ●●●○○
Investigation ●○○○○○
Medicine ○○○○○
Mysteries ●●●○○
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

ALLIES (LENNY) ●○○○○○
BACKING (SECRET, SHADOLLO) ●●●●●
MANAGER ●●●●○
SENSEI ●●●○○
STAFF ●●●●○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●●●●
Kick ●●●●●●
Block ●●●●●
Grab ●●●●○
Athletics ●●●●○
Focus ●●●●●

SPECIAL MANEUVERS

DRAGON PUNCH | **KIPPUP**
POWER UPPERCUT | **JUMP**
SPINNING BACKFIST | **STUNNING SHOUT**
DOUBLE-HIT KICK
DOUBLE DREAD KICK
WHIRLWIND KICK
THROW
MAKA WARA
SAN HE
Combos: POWER UPPERCUT TO
 ROUNDHOUSE, STRONG TO STRONG
 TO WHIRLWIND KICK (DIZZY),
 STUNNING SHOUT TO WHIRLWIND KICK,
 SPINNING BACKFIST TO DOUBLE
 DREAD KICK, JUMPING STRONG TO
 FIERCE TO DRAGON PUNCH

RENOWN

Glory
 ●●●●●●●●●●
 □□□□□□□□
Honor
 ●●●●●●●●●●
 □□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□

Division: FREESTYLE
Rank: 6

Standing

Wins 24 Losses 2
 Draws 2 KO's 17

EXPERIENCE

KAI

Kai O'Hare should have died when he was 12 years old, as the boat his school trip chartered was caught in a freak squall and went down. His classmates and teachers drowned, along with the small ship's crew — but Kai was found ashore on Oahu, unconscious but unharmed.

Kai's father, a Navy captain, was grateful and thanked heaven, but did not pursue the matter — "Ye don't look at God and ask 'im for explanations," his father would say. But his mother, a native Hawaiian, took him to the kahunas, asking for answers about what saved their son.

The kahunas told her the reason after much prayer and divination — her son was no mere mortal: the gods had given Kai the gift of commanding the seas and waters, and this gift is what delivered him to safety. The kahunas offered to teach him how to command his powers while at the same time instructing him in the sacred art of Lua — Kai's mother readily agreed, and her young son began the studying Lua.

Life was simple but difficult for Kai. In addition to his regular academic studies, he learned the ways of Lua. He began with simple physical conditioning, which helped develop his growing body into a tightly muscled machine. At the same time, he learned mental discipline and how to control his elemental powers — which he kept secret from his father, friends and classmates, as the kahunas had instructed. Kai had little time for leisure. His adolescence was isolated, even lonely.

When he was 18, he was accompanying his father and a few high-ranking Navy friends on a boating trip. One of the guests had been targeted by M. Bison

for interfering with Shadoloo activities in the Pacific Islands. When the ship was well out of the harbor the ship's "crew," during cocktails, revealed their allegiances by drawing guns and starting to fire.

Kai had no choice. In one moment he revealed how deadly Lua can be, as well as the full extent of his elemental powers. He saved the ship and her passengers, taking care of the would-be assassins.

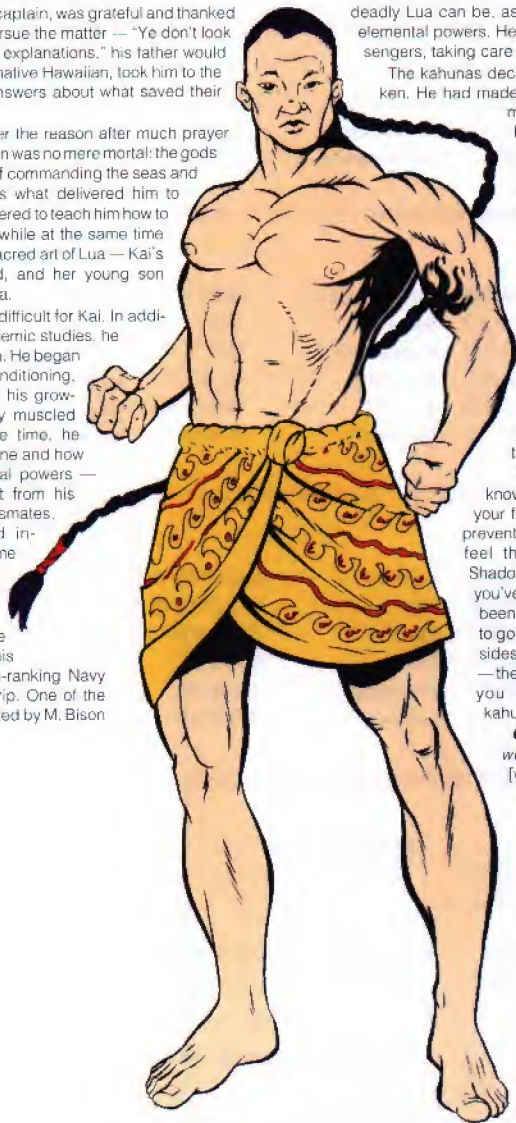
The kahunas declared that the gods had spoken. He had made himself known, and now he

must fight the growing evil which he had just encountered. Kai joined the Street Fighter circuit partly as a cover for his true motives, and partly because he sought further training.

Appearance: Kai is a well-built youth with the mixed features of his Irish-Pacific heritage. He typically keeps his long dark hair tied into a ponytail, and in the ring wears a short sarong decorated with a swirl of waves and water. Kai's biceps sport Polynesian tattoos.

Playing Kai: You still don't know why you're doing this. Yes, your father would've died, but you prevented that. You personally don't feel this great crusade against Shadoloo which your teachers say you've been called to. But they've been right so far, so you've agreed to go along with their decision. Besides, Street Fighting is kind of fun — the first fun you've had ever since you started training with the kahunas.

Quote: You think I'm a little wet behind the ears? Hah! [whoosh!]



STREET FIGHTER

Name: KAI
Player:
Chronicle:

Style: LUA
School: HAWAII
Stable: NONE

Team: NONE
Concept: WATER ELEMENTALIST
Signature: LEAVES OPPONENT DRENCHED

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●●○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●●○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ●○○○○
Investigation ●○○○○
Medicine ●●○○○
Mysteries ●●○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

ELEMENTAL (WATER) ●●●●●
ARENA (COVE) ●●○○○
RESOURCES ●○○○○
CONTACTS ●●○○○
ALLIES ●●○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●○○○
Kick ●○○○○
Block ●●○○○
Grab ●●○○○
Athletics ●●○○○
Focus ●●○○○

SPECIAL MANEUVERS

DRAIN
DRENCH
ELEMENTAL STRIDE
HEAL
POOL
SPINNING BACK FIST
TRIPLE STRIKE
KNEE BASHER
SLEEPER

REOWN

Glory
●●●○○○○○○○
□□□□□□□□
Honor
●●●○○○○○○○
□□□□□□□□

CHI

●●●○○○○○○○
□□□□□□□□

WILLPOWER

●●●○○○○○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
○○○○○○○○○○
□□□□□□□□

EXPERIENCE

Division: FREESTYLE
Rank: 3

Standing

Wins 7 Losses 2
Draws 2 KOs 2

Kiritan quickly became respected as one of Malaysia's most impressive Silat warriors; although he had not attained the discipline or magical prowess of his pandekar father, his martial abilities were superb. Some, of course, began to claim a supernatural origin for him — this was to be expected. While Kiritan did not support such theories, he certainly did nothing to dispel them as well. He soon had a falling out with his father, who refused to teach Kiritan any of the more advanced techniques until he learned humility.

Quote: Grrrrrrrlll!!!!



STREET FIGHTER

Name: KIRITAN
Player:
Chronicle:

Style: SILAT
School: MALAYSIA
Stable: NONE

Team: NONE
Concept: TIGER HYBRID (HOMID)
Signature: CROSSES ARMS,
 CHIN UP

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●●●●
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ●●●●○
Insight ●●●●○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●○
Drive ●●●●○
Leadership ○○○○○
Security ○○○○○
Stealth ●●●●○
Survival ●●●●○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

ANIMAL HYBRID (TIGER) ●●●●○
MANAGER ●●●●○
RESOURCES ●●●●○
FAME ●●●●○
ANIMAL COMPANION (WILD CAT) ●●●●○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●○
Block ●●●●○
Grab ●●●●○
Athletics ●●●●○
Focus ●●●●○

SPECIAL MANEUVERS

TEARING BITE

RIPPING BITE

POUNCE

TRIPLE STRIKE

LIGHTNING LEG

GRAPPLING DEFENSE

BACKFLIP KICK

New Basic Maneuvers:

BITE(2), CLAW(2)

Combos: POUNCE TO RIPPING BITE,

CLAW TO BACKFLIP KICK

REOWN

Glory

●●○○○○○○○○○○
 □□□□□□□□□□

Honor

●●○○○○○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 4

Standing

Wins 14 Losses 4

Draws 0 KOs 3

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□

●●●●●○○○○○
 □□□□□□□□□□

EXPERIENCE

LADY KHAN

Who is she, this mysterious woman who appeared on the Street Fighter circuit without fanfare? This veiled figure whose movements are poetry, who lightly dances out of her opponent's way and with simple, fluid strikes reduces him to an immobile form prostrate on the ground?

She only goes by the name Lady Khan. Her true identity must be concealed, or her father's reputation as a Bengali diplomat could be ruined. Fatima Khan — Khan being a common last name among the Muslims of South Asia — is one of the few masters of Baraqaah, a secret and elusive Islamic martial art, but to her friends and family she is only a graduate student in Washington, D.C.

Fatima began studying Baraqaah as a child in Bangladesh, taught by one of the last masters of the art. Her parents were reluctant at first, fearing the Baraqaah stylists were a group of strange heterodox mystics, but Fatima persuaded them nonetheless. She excelled in her studies — all of them, including calligraphy and philosophy — and proved to have a true gift for Baraqaah. Her devotion to Baraqaah and related disciplines spilled over into the rest of her life, making her more intense and serious, but at the same time peaceful and accepting.

Fatima's first test of faith came at age 17, when her mother was killed by a car bomb. Her father had been counseling his government against dealing with Mriganka, leading Bangladesh to withdraw from negotiations; "terrorists" retaliated by blowing up the Khan family's automobile. Fatima wept, and vowed in silence that she would join in the jihad against Shadoloo. She doubled her training efforts, and began constructing a plan of action.

At the same time that Fatima Khan began graduate studies in counseling, in Washington, D.C., Lady Khan first appeared on

the circuit. Lady Khan seems to prefer bouts against Street Fighters from Shadoloo stables. For now she continues her training in preparation for the day that she shall take her fight against Shadoloo to Mriganka itself.

Appearance: Fatima Khan is a dusky-skinned beauty, with dark eyes and long ebony tresses. She dresses like a typical college student — jeans, sneakers and a sweatshirt. On more formal occasions, she will wear a Bengali sari. Lady Khan wears simple, loose-fitting clothing bound at the waist with a cord — which she is capable of unraveling quickly and using as a whip or garrote when necessary. As Lady Khan, her hair is tied in a ponytail with a simple string, and the lower half of her face is covered with a veil.

Playing Lady Khan:

You are quiet and reserved — although you certainly know how to let loose as Fatima Khan! — and speak as little as possible. You are a merciful opponent, preferring to disrupt an attacker's onslaughts rather than return them with violence, but you do not hesitate to cause pain if necessary. However, you look forward to nothing more than wrapping your lighting-cord around M. Bison's neck and sending him to Heaven for his long overdue Judgment.

Quote: May Heaven have mercy on your soul.



STREET FIGHTER

Name: LADY KHAN
Player:
Chronicle:

Style: BARAQAH
School: BANGLADESHI
Stable: NONE

Team: NONE
Concept: MYSTERY WOMAN
Signature: TOUCHES HEAD TO FLOOR IN PRAYER

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●●●
Stamina ●●●●○

SOCIAL

Charisma ●●●○○
Manipulation ●●●●○
Appearance ●●●○○

MENTAL

Perception ●●●●●
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●○○○○
Insight ●●●○○
Streetwise ○○○○○
Subterfuge ●●○○○

SKILLS

Blind Fighting ●●●○○
Drive ●○○○○
Leadership ●●●○○
Security ●○○○○
Stealth ●●●○○
Survival ○○○○○

KNOWLEDGES

Arena ●●●○○
Computer ●○○○○
Investigation ●●●○○
Medicine ●●●○○
Mysteries ●●●○○
Style Lore ●●●○○

ADVANTAGES

BACKGROUNDS

MENTOR ●●●●●
RESOURCES ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●●○○
Garrote ●●●○○
Whip ●●●○○

SPECIAL MANEUVERS

DISLOCATE LIMB	SLEEPER
DISENGAGE	DEFLECTING PUNCH
ICE BLAST	TRIPLE STRIKE
REGENERATION	FOOT SWEEP
MISSILE & ENERGY REFLECTION	
STUNNING SHOUT	
GRAPPLING DEFENSE	
IRON CLAW	
BACK ROLL THROW	

Combos: GRAPPLING DEFENSE TO TRIPLE STRIKE, DEFLECTING PUNCH TO BACK ROLL THROW, ROUNDHOUSE TO FOOT SWEEP

REOWN

Glory
 ●●●○○○○○○○○
 □□□□□□□□

Honor
 ●●●○○○○○○○○
 □□□□□□□□

Division: TRADITIONAL

Rank: 6

Standing

Wins 20 Losses 4
 Draws 3 KO's 8

CHI

●●●●●○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●○○○○○
 □□□□□□□□

EXPERIENCE

SARAH LEWIS

On the outside, Sarah's family was always the model of the suburban American dream — the house, the car, the dog. But behind drawn shades, where the neighbors could never see, was something completely different — the alcoholic and ineffectual father, the abusive mother, the constant fighting. Sarah endured it until her 18th birthday, and then left as quickly as she could.

Six states away, alone in a strange city, Sarah decided she needed a direction in her life. She knew that she needed to learn self-defense, so she looked up "martial arts" in the yellow pages. An ad caught her eye: *The gentle art of self-defense*. She had precious little gentleness in her life, and she was hungry for more.

It was a new life to her: she had her own home, where nobody would mistreat her — she shared it only with her cat, who was very affectionate as long as the food dish was full. In the Aikido club she had friends, real friends who would help her get through all her problems, and, most of all, she was learning to take care of herself. With Aikido, she no longer felt afraid of every stranger she met.

She plunged into the study of Zen, and then Taoism, with vigor and enthusiasm — here was a philosophy that showed her that life was good, and that it wasn't a constant struggle between opposing forces, but a harmonious and interdependent cycle of positive and negative. Having seen almost nothing but negative aspects of life for so long, being able to finally see the positive side was like a miracle to her.

Six years later, Sarah is a black belt in Aikido and recognizes that she's just beginning to scratch the surface. She has gone to many Aikido competitions, but even when she wins them, she feels dissatisfied with the experience. She has come to feel that the study of Aikido is too heavily grounded

in academia — that the forms she has learned are somewhat lacking in "real world" application. She floated around from tournament to tournament until she ended up on the Street Fighter circuit. She has no great desire for glory, or to become a World Warrior, but she is interested in competing with and winning against at least one practitioner of each major style.

When that goal is accomplished, she'll go back to her regular study.

Appearance: Sarah is of medium height, with medium length light brown hair, usually pulled back in a French braid, and chestnut-brown eyes. She wears a traditional Aikido gi in the ring and casual, loose-fitting clothes out of it. She almost always has a smile — even when she's losing. She seems to take delight in every small pleasure with a detached calm.

Playing Sarah: Once a basket case, with neuroses to spare and going into the early stages of alcoholism, your life has had a complete turnaround, and you are now a happy, secure, and wise young woman. You harbor malice towards no one — you don't even hate the likes of M. Bison — but that doesn't mean you stand by and let cruel people simply have their way. When you see someone cause pain to others, you will do your best to stop them. You have so completely immersed yourself in Aikido and Taoism that it shines in every aspect of your life — you are kind, gentle, nonconfrontational, and yet you are strong and have a kind of "matter of fact" authority.

Quote: *All the effort you threw into that roundhouse punch was wasted by me just taking one step backward. Now you're getting tired, and I haven't even broken a sweat.*



STREET FIGHTER

SARAH LEWIS

AIKIDO

OAKLAND AIKIDO

NONE

NONE

WISE STUDENT

SMILES AND BOWS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●○○○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●●●●○
Streetwise ●○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●○○
Drive ●●●○○
Leadership ●●●○○
Security ●○○○○
Stealth ●●●○○
Survival ●○○○○

KNOWLEDGES

Arena ●●●●○
Computer ●○○○○
Investigation ●●○○○
Medicine ●○○○○
Mysteries ●●●●○
Style Lore ●●●●○

ADVANTAGES

BACKGROUNDS

ALLIES ●●●●○
RESOURCES ●●●●○
SENSEI ●●●●○
CONTACTS ●●●●○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●●○○

SPECIAL MANEUVERS

BUFFALO PUNCH	PIN
DOUBLE-HIT KICK	IMPROVED PIN
FOOT SWEEP	JUMP
GRAB	KIPPUP
SAN HE	THROW
AIR THROW	
DEFLECTING PUNCH	
GRAPPLING DEFENSE	
ZEN NO MIND	

Combos: _____

RENOWN

Glory
●●●●○
□□□□□□□□

Honor
●●●●○
□□□□□□□□

Division: TRADITIONAL

Rank: 3

Standing

Wins 5 Losses 4

Draws 1 KOs 0

CHI

●●●●○
□□□□□□□□

WILLPOWER

●●●●○
□□□□□□□□

HEALTH

●●●●○
□□□□□□□□

●○○○○
□□□□□□□□

EXPERIENCE

MATRIX

Matrix is an enigma, shrouded in mystery. No one, not even Matrix, knows where she comes from. Some claim she was an abandoned experiment in cybernetics, while others think she was developed as the prototype for a cybernetic assassin and went rogue. All that is known for sure is that she appeared on the Street Fighting circuit two years ago and is rising in fame.

During her time on the circuit she has made powerful friends and equally powerful enemies. Once, in a televised interview, she was asked about her mechanical implants—in particular, where they were manufactured. Matrix responded that although she did not have a definite answer, her artificial limbs “must have been built in the United States of America — only the U.S. has the expertise for such fine craftsmanship.”

“What about Japan?” the reporter asked. Matrix compounded her *faux pas*, saying, “Japan? Everyone knows that Japanese electronics are nowhere near as sophisticated as their American counterparts. Why, they’re nothing more than slipshod imitations of good-old U.S.-of-A ingenuity.”

Regardless of this statement’s blatant untruth, Japan was enraged at

Matrix’s lack of tact. Ever since that momentary lapse of discretion, which was televised repeatedly by NHK Tokyo, Matrix’s life has become one fight after another. Japanese fighters, cyborgs in particular, seek out Matrix, vowing to make her pay dearly for her arrogance. Most of these cyborgs have been defeated because of their lack of experience and training more than for any technological edge Matrix may have over them.

Since then Matrix has developed a grudging respect for the Japanese and their advanced engineering. While she may respect the Japanese now, she is still sought out and challenged by their Street Fighters. Try as she might, she just can’t shake the label of bigot.

Appearance: Matrix is a young woman of average build with short red hair. She would be considered attractive were it not for the unnatural chrome plating on her legs and right arm. Most men find her exotic look extremely sexy from a distance; up close, even her most die-hard fans find the cold touch of her hand unnerving. Inside the arena, she wears a close-fitting outfit to allow freedom of movement, but prefers to cover up her silver limbs.

Playing Matrix: You are an outcast with no memory of your origin or family. This has made it hard to integrate yourself into society. You tend to lash out with biting remarks at those who annoy you. More often than not, these sharp-tongued statements get you into trouble. You say what’s on your mind, frequently without realizing the implications.

Quote: Geez, it was just a joke! Get a grip, will you?



STREET FIGHTER

Name: MATRIX
Player:
Chronicle:

Style: KICKBOXING
School: UNKNOWN
Stable: NONE

Team: NONE
Concept: CYBORG
Signature: POSES ALLURINGLY

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ●●●●○
Insight ●○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●○
Drive ●●●●○
Leadership ○○○○○
Security ●○○○○
Stealth ●○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ●●●●○
Investigation ●○○○○
Medicine ●○○○○
Mysteries ●●○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

CYBERNETICS ●●●●○
FAME ●●●●○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●○
Block ●●●●○
Grab ●○○○○
Athletics ●●●●○
Focus ●●●●○

SPECIAL MANEUVERS

JUMP

FIST SWEEP

AIR SMASH

POWER UPPERCUT

SPINNING BACKFIST

DOUBLE HIT KICK

DOUBLE DREAD KICK

SLIDE KICK

SHOCK TREATMENT (ARM)

Combos: JUMP TO SLIDE KICK TO

POWER UPPERCUT (DIZZY)

RENOUN

Glory
●●●●○ ○○○○○
□□□□□ □□□□□

Honor
●●●●○ ○○○○○
□□□□□ □□□□□

Division: FREESTYLE

Rank: 5

Standing

Wins 15 Losses 7
Draws 0 KO's 13

CHI

●●●●○ ○○○○○
□□□□□ □□□□□

WILLPOWER

●●●●○ ○○○○○
□□□□□ □□□□□

HEALTH

●●●●○ ●●●●○
□□□□□ □□□□□
●●●●○ ●●●●○
□□□□□ □□□□□

EXPERIENCE

MIDNIGHT

Almost everyone has heard of the enigmatic Midnight. Although he is not a World Warrior, most Street Fighters consider him only a step below that rank. He appears mysteriously, defeats all comers, then vanishes back into the night. For years, Midnight has waged war against Shadoloo, becoming a constant thorn in the side of M. Bison's operatives. Despite Shadoloo's best attempts, it has yet to eliminate Midnight. A number of the lesser Shadoloo bosses shut down their operations upon hearing that Midnight may be in the area. What no one knows is that this mysterious Street Fighter, feared and respected around the world, is dead.

Midnight had an assistant, a young man named Alexander Matthews. Alexander grew up worshipping Street Fighters, and he trained in the martial arts. However, Alexander grew discouraged after a few failures in tournaments. He decided to hang out on the circuit and see if he could make some money as a towel boy while he turned his efforts to his new ambition, drama. Alexander figured he could make enough to support himself on a circuit staff salary until he got his big break.

Midnight found the young man, saw something in him, and offered Alexander a well-paying job as his assistant. Alexander accepted and, suddenly, he found himself involved in a full-scale war with Shadoloo. Once Shadoloo identified him as being with Midnight, Alexander wondered if he'd

ever be safe. He resented both his job and his mentor.

Midnight worked with Alexander, pushing him to improve his martial arts and practice his acting. After a while, Alexander stopped resenting Midnight. The Street Fighter started educating Alexander about Shadoloo's activities and taught Alexander about M. Bison. As Alexander learned more, he realized that Shadoloo had to be stopped. He understood the reasons behind Midnight's secret war.

The night that Midnight died — ambushed and mortally wounded by Shadoloo Revenants — he managed to reach

Alexander first. As Alexander held his mentor in his arms, Midnight made a last request. He asked Alexander to make certain that the war never ended. For days, Alexander was torn between trying to go back to the real world or fighting Midnight's war. He knew what choice he wanted to make, but how could he fight Shadoloo? Midnight had left him money, but money couldn't stop M. Bison. Finally, Alexander made his decision. He might not be Midnight... but if he was a good enough actor, no one would ever know.

Appearance: As Midnight, Alexander wears a black Ninja outfit, his entire face concealed by an opaque cloth. In public, Alexander dresses casually, in jeans and a t-shirt.

Playing Midnight: You know that "the real" Midnight is dead, but as long as the world doesn't know, his war against Shadoloo can continue. You take few chances, preferring to appear enigmatically, make a few cryptic statements, even throw a few punches against Shadoloo agents, then vanish. You've begun to look for allies in the long struggle, because you know you can't carry this role forever.

Quote: *Such is the fate of those who draw my ire, [sinister laughter]*



STREET FIGHTER

Name: MIDNIGHT
Player:
Chronicle:

Style: NINJITSU
School: MIDNIGHT
Stable: NONE

Team: NONE
Concept: ACTOR
Signature: VANISHES INTO A SMOKE CLOUD

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●○○○
Stamina ●●○○○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ○○○○○
Intimidation ●●●●●
Insight ●●●○○
Streetwise ●●●○○
Subterfuge ●●●○○

SKILLS

Blind Fighting ●○○○○○
Drive ●○○○○○
Leadership ●○○○○○
Security ●○○○○○
Stealth ●●●○○○
Survival ○○○○○○

KNOWLEDGES

Arena ●●●○○○
Computer ○○○○○○
Investigation ●○○○○○
Medicine ●○○○○○
Mysteries ●●●●○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

FAME ●●●○○○
RESOURCES ●●●○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●●○○○
Block ●●●○○○
Grab ●●●○○○
Athletics ●●●○○○
Focus ●●●○○○
Blunt (Baton) ●●●○○○

SPECIAL MANEUVERS

SHIKAN-KEN

BOSHI-KEN

SHUTO

POWER UPPERCUT

TRIPLE STRIKE

PUNCH DEFENSE

DEFLECTING PUNCH

JUMP

SHROUDED MOON

Combos: BLOCK TO BATON STRONG STRIKE, PUNCH DEFENSE TO FOOT SWEEP

RENOUN

Glory

●●●●●○○○○○
 □□□□□□□□

Honor

●●●●●○○○○○
 □□□□□□□□

Division: N/A

Rank:

Standing

Wins - Losses -
 Draws - KOs -

CHI

●●●●●○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

●●●●●○○○○○
 □□□□□□□□

●●●●●○○○○○
 □□□□□□□□

EXPERIENCE

PRAETORIAN

The feeling is the same everywhere: the adrenal rush during the match, the enthusiasm of the roaring crowds, and the exultation of a glorious victory. He stands over his fallen opponent, his muscled body washed in sweat, his hands raised triumphantly skyward, and always his thought is the same: *nowhere is the battle as exciting as on this world.*

Of the many worlds he has visited, none have had as organized or extensive a gladiatorial system as this one. Once he was forced to travel from planet to planet to fight warriors — usually captives like himself — with a variety of martial styles and amazing powers. But he can find it all here.

Fortune was kind to him that day his stolen ship crashed onto earth. Narrowly avoiding the blazing destruction ignited by the ship's breached fuel tank, he fled into the surrounding mountains and tended his many wounds, mental and physical. At last, he had found freedom from his owners and captors who forced him to fight battle after battle. It was not the fighting he minded — he was bred for that, after all — but his spirit was restless and yearned for freedom. So he stole a ship and fled, eluding the Phalanx and finally coming to this planet before systems failure forced a landing.

Eventually he learned about Street Fighting, and saw in it a chance to do what he was born for but without the restraints of the Phalanx's tyranny. Here Praetorian was welcome and appreciated. Although his appearance is odd, it is no more unusual than that of other Street Fighters and he is

perceived as nothing more than a mutant of some type or another. He is content to support this lie — it is preferable to the truth of his past. Although Praetorian is a competent Duelist and occasionally engages in combat with weapons, he prefers the freedom and independence of Freestyle fighting.

Appearance: Praetorian is a tall, tightly muscled humanoid with bronzed skin and dark hair. In the ring he wears his traditional gold-scaled, ornately filigreed gladiatorial armor — which exposes more than it actually protects. He has added a

black loincloth to the outfit. Gladiatorial slaves of the Phalanx typically wear nothing, so any wardrobe is both a luxury and a badge of freedom.

Playing Praetorian: For now, you travel the circuit, testing your mettle against that of other gladiators, finally happy with your lot in life. You are slowly learning how to live life as a free man and not as a slave. Your only difficulty is in adjusting to the few restrictions and regulations placed on Street Fighting — considerably more than the "anything-goes" combat of the Phalanx gladiatorial pens. The freedom previously enjoyed only in the ring you now enjoy outside as well.

But what if the Phalanx finds you — or this world?

Quote: Come, Street Fighter — let us meet as equals in the ring!



Street Fighters

STREET FIGHTER

Name: PRAETORIAN
Player:
Chronicle:

Style: JERR-IF'NAWHAN
School: PHALANX GLADIATORIAL PENS
Stable: NONE

Team: NONE
Concept: ALIEN GLADIATOR
Signature: RAISES FISTS AND
FACE SKYWARD

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●○
Stamina ●●●●●●

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Appearance ●●●●○

MENTAL

Perception ●●●●●
Intelligence ●●●○○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ●●●●○
Insight ●○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●○
Drive ○○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●●●●
Survival ●●●●○

KNOWLEDGES

Arena ●○○○○
Computer ●●○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●●○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

FAME ●○○○○
RESOURCES ●○○○○
○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●●●●●
Kick ●●●●●
Block ●●●●○
Grab ●●●●○
Athletics ●●●●●
Focus ●●●○○

SPECIAL MANEUVERS

BUFFALO PUNCH	KIPPUP
POWER UPPERCUT	REGENERATION
HYPER FIST	TOUGHSKIN
FOOT SWEEP	SHOCK TREATMENT
DOUBLE-HIT KICK	TRIPLE STRIKE
PSYCHOKINETIC CHANNELING	
MAKA WARA	
PUNCH DEFENSE	
MISSILE REFLECTION	

Combos: _____

RENOWN

Glory
●●●●●●●○○○○
□□□□□□□□□□
Honor
●●●●○○○○○○○○
□□□□□□□□□□

CHI

●●●●●○○○○○
□□□□□□□□□□

WILLPOWER

●●●●●○○○○○
□□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□□
●●●●●○○○○○
□□□□□□□□□□

EXPERIENCE

Division: FREESTYLE
Rank: 9
Standing
Wins 52 Losses 2
Draws 1 KO's 43

JACKIE QUACE

"There's illegal, and then there's illegal" — that's how Jackie rationalizes her Street Fighting hobby with her profession as a cop. "Look, there's so much that's illegal now that everybody's breaking the law somehow. I'm not a babysitter, I'm a cop. I keep people safe. I go after drug pushers, muggers, psychos who think terrorizing innocent people is fun. Street Fighters are all consenting adults — they know what they're getting in for. It's stupid and a waste of time to arrest Street Fighters when there are real criminals out there."

Jackie is a plainclothes officer in Miami, and she's probably been promoted as many times as she'll ever be. She doesn't want an administrative job: she's got more paperwork than she'll ever be able to finish as it is. She just wants to find the scumball who's guilty and bust him. That's what she's good at, and that's what she enjoys.

Jackie believes her judgment is one of her most valuable tools, and her intuition has led to catching the culprit many times. However, it also tends to make her ignore lesser crimes or, on rarer occasions, to let the perpetrator go because "they had their reasons." She has also been

known to let her emotions get the better of her when busting a particularly slimy killer or rapist, and has had accusations of brutality come up now and again, but she doesn't let it worry her. Her bosses know she's a good cop, and they'll stand by her.

Appearance: Jackie is five feet tall and slight of build, but her body is an iron rod of muscle, and when she turns on her "cop voice" she can roar like a lioness. Her hair is dark brown, medium length, and usually in a bun. In the ring she wears black sweatpants and a gray tank top that says "Property of Miami Police Academy." Out of the ring she usually wears a flannel shirt and jeans. When on duty she wears a business suit and a pistol.

Playing Jackie: You're a tough, no-nonsense cop. You come from a family of cops — your father and mother were both cops, and they both tried to persuade you to be anything other than a cop. Your father was killed in the line of duty and your mother retired a bitter old woman, but you love your job. You like helping people, but mostly you like busting scumbags.

Quote: *Come on, tough guy, gimme your best shot,*



STREET FIGHTER

Name: JACKIE QUACE
Player:
Chronicle:

Style: JUDO
School: MIAMI POLICE
Stable: NONE

Team: NONE
Concept: TOUGH-AS-NAILS COP
Signature: CRACKS KNUCKLES

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●○
Intimidation ●●●●○
Insight ●●●●○
Streetwise ●●●●○
Subterfuge ●●●●○

SKILLS

Blind Fighting ●●●●○
Drive ●●●●○
Leadership ●●●●○
Security ●●●●○
Stealth ●●●●○
Survival ●●●●○

KNOWLEDGES

Arena ●●●●○
Computer ●●●●○
Investigation ●●●●○
Medicine ●●●●○
Mysteries ○○○○○
Style Lore ●●●●○

ADVANTAGES

BACKGROUNDS

ALLIES ●●●●○
BACKING ●●●●○
CONTACTS ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●○
Block ●●●●○
Grab ●●●●○
Athletics ●●●●○
Focus ○○○○○

SPECIAL MANEUVERS

POWER UPPERCUT	JUMP
SPINNING BACKFIST	KIPPUP
AIR THROW	
GRAPPLING DEFENSE	
IMPROVED PIN	
PIN	
THROW	
AIR SMASH	
BREAKFALL	
Combos: THROW-TO-PIN (DIZZY),	
BLOCK-TO-IMPROVED PIN COMBO	

REOWN

Glory
 ●●●●○ ○○○○○
 □□□□□ □□□□□

Honor

●●●●○ ○○○○○
 □□□□□ □□□□□

Division: FREESTYLE

Rank: 5

Standing

Wins 12 Losses 7
 Draws 2 KOs 2

CHI

●●●●○ ○○○○○
 □□□□□ □□□□□

WILLPOWER

●●●●○ ○○○○○
 □□□□□ □□□□□

HEALTH

●●●●○ ○○○○○
 □□□□□ □□□□□
 ●○○○○ ○○○○○
 □□□□□ □□□□□

EXPERIENCE

RAVANA

He stalks the night, lurking in the darkest shadows of our world, seeking a satisfaction found in blood and pain. He is Ravana, the Screaming Demon (for Ravana means "scream"), previously imprisoned in a temple in India until archeologists accidentally released him to the world, now, he roams the world, proving his might against those most worthy of his challenge.

Ravana is a rakshasa, one of the demons of Indian mythology. His kind had been banished from our world, locked behind a great barrier, but he was left behind, bound to a mace buried in a subterranean temple beneath Calcutta. Now, with the seals of his jail broken, he is free to roam the earth.

One of the warrior demons, Ravana craved little more than bloodshed and violence; it was his insatiable thirst for combat that led him to attack the gods, and it was for his pride and foolishness that he was imprisoned to contemplate his folly. Immobile for millennia, he sought only escape, but he learned the virtue of patience instead.

When Ravana was freed, he saw that a brand new world awaited him, a new field for shedding blood. However, he would no longer wage mindless warfare. Instead, he decided, he would carefully select his prey, choosing only the most worthy warriors. If the prey was a challenging kill, Ravana would feast on his heart and brain, to honor him and absorb his power. Although the gods seem to have disappeared, he found a worthy stable of opponents in the Street Fighter circuit. A few fighters have disappeared, their badly mutilated bodies found later. However, Ravana's existence remains a secret.

Now he waits in silence, observing his new field of combat. He lurks in the shadows of tournaments and watches the best fighters, contemplating his next prey.

Appearance: Aside from dark reddish skin, Ravana appears human. His long hair is jet black and his body immensely muscled and scarred.

His face is typically expressionless, betraying few emotions other than pleasure when an opponent shows some measure of skill or daring. He fights wearing a simple white loincloth along with ornately decorated gold wrist bracers and belt. When hunting, he is

armed with his pata and katar.

Quote: Prove yourself, warrior — I am hungry tonight.



STREET FIGHTER

Name: RAVANA
Player:
Chronicle:

Style: KABADDI
School: UNKNOWN
Stable: NONE

Team: NONE
Concept: RAKSHASA
Signature: EAR-SPLITTING HOWL

ATTRIBUTES

PHYSICAL

Strength ●●●●●●
Dexterity ●●●●●●
Stamina ●●●●●●

SOCIAL

Charisma ●●●●●
Manipulation ●●●●●
Appearance ●●●●●

MENTAL

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

ABILITIES

TALENTS

Alertness ●●●●●
Interrogation ○○○○○
Intimidation ●●●●●
Insight ●●●●●
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●●●●
Drive ○○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●●●●
Survival ●●●●●

KNOWLEDGES

Arena ●●●○○
Computer ○○○○○
Investigation ●●●○○
Medicine ●●●○○
Mysteries ●●●●●
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○

TECHNIQUES

Punch ●●●●●●
Kick ●●●●●
Block ●●●●●
Grab ●●●●●
Athletics ●●●●●
Focus ●●●●●
Sword ●●●●●
Knife ●●●●●●

SPECIAL MANEUVERS

TRIPLE STRIKE	FIREBALL
FLYING KNEE THRUST	YOGA FLAME
SLIDE KICK	YOGA TELEPORT
SAN HE	GHOST FORM
CANNON DRILL	REGENERATION
MISSILE REFLECTION	STUNNING SHOUT
SPINNING FOOT SWEEP	
ENERGY REFLECTION	
EXTENDIBLE LIMBS	

Combos:

RENOUN

Glory
○○○○○○○○○○○○
□□□□□□□□□□

Honor
○○○○○○○○○○○○
□□□□□□□□□□

Division: N/A

Rank: N/A

Standing

Wins - , Losses -

Draws - , KOs -

CHI

●●●●●●●●○○
□□□□□□□□

WILLPOWER

●●●●●●●●○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●●●●●●●
□□□□□□□□

EXPERIENCE

Rix

Richard Hardell, better known on the streets as "Rix," started out as a good kid in a bad neighborhood. Gang warfare was constant, but Rix always managed to avoid it. He went to school, he studied hard, he did everything he was told was the "right" thing to do.

When the Los Angeles riots were at their worst, Rix was trying desperately to get home and off the street — he was spotted by a cop, bashed over the head with a police baton, and tossed into a van. He spent three days in jail, and came out a different person.

He was angry and disillusioned and frustrated. He was exasperated with the bigot who'd arrested him because of the color of his skin; he was angry at the society that had created the situation; he was tired of being told that if he did the right thing, life would be good.

But most of all, he was tired of being at other people's mercy. If some gangster came after him with a knife, or some cop with a nightstick, he couldn't defend himself. He decided that if there was pushing around to be done, he wanted to be the one doing the pushing.

He kicked around various martial arts schools but was impatient with them — he wasn't interested in learning a sporting form, he wanted to know how to fight.

Finally he found a back alley dojo claiming to teach "secret fighting techniques of Jeet Kune Do." The place was 75% bull-and-hokey, but 25% was real technique; this, combined with careful study of sparring, was enough to get started. He entered a Street Fight and was beaten soundly — but he learned from the experience and entered another match, which he won. He has been competing regularly ever since, winning more than he has lost, refining his technique with every match.

Appearance: A tall and slender African-American man, with short hair and thoughtful eyes, Rix is intelligent and constantly examining his situation. In the ring he goes shirtless, wearing loose sweatpants and a matching terry-cloth sweatband, which are both bright red.

Playing Rix: You are the original troubled youth. You are basically a good person, but you have an amazing knack for finding trouble in the most innocuous of places, and it ticks you off. You have been known to let your anger get the best of you, which usually leads you into even worse trouble. You don't follow other people's rules any more — you make your own now. You follow the dictates of your conscience — but sometimes temptation leads to rationalization, which leads to trouble...

Quote: *The neat thing about an Air Hurricane Kick is that if you duck under it with a Handstand Kick, it hits 'em in a real pressure point, if you know what I mean.*



STREET FIGHTER

Name: RIX
Player:
Chronicle:

Style: JEET KUNE DO
School: THE REAL WORLD
Stable: NONE

Team: NONE
Concept: BITTER KID
Signature: BLOWS ON FINGERNAILS,
RUBS THEM ON CHEST

ATTRIBUTES

PHYSICAL

Strength ○○○○○
Dexterity ○○○○○
Stamina ○○○○○

SOCIAL

Charisma ○○○○○
Manipulation ○○○○○
Appearance ○○○○○

MENTAL

Perception ○○○○○
Intelligence ○○○○○
Wits ○○○○○

ABILITIES

TALENTS

Alertness ○○○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ○○○○○
Drive ○○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○
____ ○○○○○

TECHNIQUES

Punch ○○○○○
Kick ○○○○○
Block ○○○○○
Grab ○○○○○
Athletics ○○○○○
Focus ○○○○○

SPECIAL MANEUVERS

HEAD BUTT	FLYING HEEL STOMP
HYPERT FIST	JUMP
POWER UPPERCUT	KIPPUP
BACKFLIP KICK	AIR HURRICANE KICK
HANDSTAND KICK	
DEFLECTING PUNCH	
PUNCH DEFENSE	
THROW	
AIR SMASH	
Combos: BLOCK-TO-HANDSTAND KICK, JAB-TO-STRONG-TO-JUMPING ROUNDHOUSE (DIZZY)	

REOWN

Glory
●●●●●○○○○○
□□□□□□□□□

Honor

●●●●●○○○○○
□□□□□□□□□

Division: FREESTYLE

Rank: 4

Standing

Wins 7 Losses 7
Draws 1 KOs 2

CHI

●●●●●○○○○○
□□□□□□□□□

WILLPOWER

●●●●●○○○○○
□□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□□
●●●●●○○○○○
□□□□□□□□□

EXPERIENCE

SHADE

Bruce Garibaldi's father, Enrico, was the head of a large crime syndicate in New York; Bruce's mother died in a car accident when he was a young child. When he was not attending school at the most exclusive boarding schools in the world, he was vacationing in fashionable and exotic locales, far from the family business: his father wanted him to become a doctor or legitimate businessman, not a gangster.

Despite his affluent upbringing — or because of it — Bruce felt unloved. He hardly ever saw his father, instead spending his time with chaparones. He became determined to make a name for himself and devoted himself to his studies. He also learned to fight from gym teachers and personal trainers, practicing hours every day. His teachers worried about the boy who seemed too serious and far older than his years. Upon graduation, Enrico gave Bruce whatever he wanted as a present. Bruce asked for a trip to Japan.

There Bruce met Master Ryuichi, a Zen Buddhist monk who was impressed by Bruce's physical and mental discipline, but could also see that Bruce was haunted by inner demons. Ryuichi asked him to come to his Zen monastery to exorcise those demons, to gain peace with himself and the world. Bruce spent the next seven years learning the art of Kabaddi. Despite Ryuichi's teachings, however, Bruce succumbed to his dark side. He used his arts to bring pain and evil into the world, and Ryuichi expelled him.

Bruce returned to New York to find that his father had been killed by a rival, and thus learned his father's secret. He took over his father's position as head of the family. Over the next few weeks, the heads of three other crime families were found murdered. The newspapers reported that a shadowy figure stalked the night, killing mob bosses. It was Bruce.

Bruce secretly adopted the name and persona of Shade so he could covertly take care of his dirtier business. Shade's handiwork attracted M. Bison's attention, and an alliance was formed. Bruce's crime syndicate sells Shadoloo drugs on the streets of New York, while Shade eliminates Shadoloo's (or his own) enemies.

Shade is a well-known Duelist among Street Fighters, but he never competes publicly. Instead, he kidnaps Street Fighters and forces them to fight in his secret arena. The Pit, which he also uses to recruit people for his own organization or to get rid of nuisances.

Appearance: Bruce is a handsome, well-dressed man of average height and powerful build who wears his shoulder-length hair in a short ponytail. He is sophisticated and well-mannered. Bruce prefers European business suits out of the arena. As Shade, he wears a black one-piece form-fitting uniform, and a black hood to conceal his identity.

Playing Shade: You are a loner. No one loves you or cares about you. The only thing that makes you stand out is your wealth and power. You are determined and ruthless both inside and outside the arena. Mercy is for the weak. People fear you, and you like that. When you are out on a hit, or fighting in the arena, you feel alive.

Quote: *That is the last mistake you will ever make.*



STREET FIGHTER

Name: SHADE
Player:
Chronicle:

Style: KABADDI
School: ZEN MONASTERY
Stable: NONE

Team: NONE
Concept: DILETTANTE
Signature: LAUGHS MOCKINGLY

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●●
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●●
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ○○○○○
Intimidation ●●●●○
Insight ●●●●○
Streetwise ○○○○○
Subterfuge ●●●●○

SKILLS

Blind Fighting ●●●●●
Drive ●●●○○
Leadership ●●●○○
Security ●●●○○
Stealth ●●●○○
Survival ○○○○○

KNOWLEDGES

Arena ●●●○○
Computer ●●○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●○○○
Style Lore ●●●●○

ADVANTAGES

BACKGROUNDS

ARENA ●●●○○
RESOURCES ●●●●●
STAFF ●●●●●
○○○○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●●○
Kick ●●●●●
Block ●●●●●
Grab ●●●○○
Athletics ●●●○○
Focus ●●●○○
Spear ●●●●●

REOWN

Glory
●●●●●●●●●●
□□□□□□□□
Honor
●●●○○○○○○○○
□□□□□□□□

CHI

●●●●●●●●○○
□□□□□□□□

WILLPOWER

●●●●●○○○○○
□□□□□□□□

HEALTH

●●●●●●●●●●
□□□□□□□□
●●●●○○○○○○
□□□□□□□□

SPECIAL MANEUVERS

HEAD BUTT	GHOST FORM
TRIPLE STRIKE	REGENERATION
SLIDE KICK	
DOUBLE-HIT KICK	
SAN HE	
ENERGY REFLECTION	
MISSILE REFLECTION	
JUMP	
KIPPUP	

Combos: JAB TO TRIPLE STRIKE TO STUNNING SHOUT (DIZZY),
STUNNING SHOUT TO FIERCE SPEAR,
FIERCE SPEAR TO SLIDE KICK (DIZZY),
DOUBLE-HIT KICK TO STRONG SPEAR

EXPERIENCE

Division: DUELIST
Rank: N/A
Standing
Wins - Losses -
Draws - KOs -

SHAN LUNG

Shan Lung grew up in Kowloon — or, more accurately, he grew up *under* it. Shan Lung was once a dragon — not a Western dragon, but a serpentine and wise Eastern dragon. He sipped tea with the Eight Immortals, played with his fellow dragons, and listened to the Monkey King's tall tales.

Then, one day, humans attracted his attention. Shan Lung liked to watch them go about their daily business; it was funny to see them scurry around, working, building, fighting and creating. He decided to take on human form and walk among them, to see what it was like.

Shan Lung did not like the experience. Humans were greedy. They were crude and mean. It was difficult for Shan Lung to hide what he was — his odd mannerisms and strong Chi made him stand out. Even those who were nice pestered him when they figured out his true nature. Some even tried to trick or enslave him. When he chose to turn back into a dragon, he was horrified to discover that he had forgotten how.

Despondent and angry, Shan Lung fled into the countryside of mainland China. Avoiding human villages and towns, eventually he stumbled upon a monastery. The monks took him in and offered him peace. Grandmaster Wu was impressed with Shan Lung's internal energy, but he also saw his anger and frustration. Master Wu took Shan Lung as his student and taught him the ways of inner peace through Kung Fu. He would stay at the monastery for a hundred years, eventually becoming a Sifu.

When Shan Lung was ready, he returned to the world of man. With his anger long since quenched, and now resolved to his predicament, he wanders the world. Ever the dragon, he does what he wants, as he wants. Sometimes this includes dealings

with criminals, like Shadoloo. Shan Lung travels wherever his fancy and Fate lead him.

He joined the Street Fighter circuit as a way to hone his skills and earn money. Though he does not like to admit it, his dragon nature enjoys the honor and attention fighting brings. Sometimes he takes on a student or two and teaches them his art.

Appearance: Shan Lung looks like a frail old man. His appearance fools his opponents into underestimating him, for he is much stronger and faster than he looks. His movements are graceful and serpentine. When fighting, Shan Lung prefers the traditional, loose-fitting outfit of a Chinese martial artist. His white hair is long and braided in a single ponytail. Shan Lung has a piercing stare that few can challenge for long. Out of the ring, he says little — only what needs to be said.

Playing Shan Lung:

You're at peace with the world around you. You contend with nothing. That doesn't mean you are a pushover, however. When riled, you are powerful and determined: there is nothing that can stand in your way. Fortunately, this doesn't happen often now that you study Kung Fu. You still search for a way to return to your original form. You are inscrutable. Your motives are your own.

Quote: *Be like the pine tree and the bamboo stalk. The pine tree is strong, and firmly rooted. Bamboo is resilient and unbreakable, and bends to the fury of the storm.*



STREET FIGHTER

Name: SHAN LUNG
Player:
Chronicle:

Style: KUNG FU
School: SHAOLIN TEMPLE
Stable: NONE

Team: NONE
Concept: DRIFTER
Signature: BOWS TO OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●●●●●●●
Dexterity ●●●●●●●●
Stamina ●●●●●●●●

SOCIAL

Charisma ●●●●●●●●
Manipulation ●●●●●●●●
Appearance ●●●●●●●●

MENTAL

Perception ●●●●●●●●
Intelligence ●●●●●●●●
Wits ●●●●●●●●

ABILITIES

TALENTS

Alertness ●●●●●●●●
Interrogation ●●●●●●●●
Intimidation ●●●●●●●●
Insight ●●●●●●●●
Streetwise ●●●●●●●●
Subterfuge ●●●●●●●●

SKILLS

Blind Fighting ●●●●●●●●
Drive ●●●●●●●●
Leadership ●●●●●●●●
Security ●●●●●●●●
Stealth ●●●●●●●●
Survival ●●●●●●●●

KNOWLEDGES

Arena ●●●●●●●●
Computer ●●●●●●●●
Investigation ●●●●●●●●
Medicine ●●●●●●●●
Mysteries ●●●●●●●●
Style Lore ●●●●●●●●

ADVANTAGES

BACKGROUNDS

CONTACTS ●●●●●●●●
RESOURCES ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●
 _____ ●●●●●●●●

TECHNIQUES

Punch ●●●●●●●●
Kick ●●●●●●●●
Block ●●●●●●●●
Grab ●●●●●●●●
Athletics ●●●●●●●●
Focus ●●●●●●●●

SPECIAL MANEUVERS

DRAGON PUNCH	SAN HE
REKKA KEN	PUNCH DEFENSE
POWER UPPER CUT	JUMP
MONEY GRAB PUNCH	REGENERATION
AIR HURRICANE KICK	FIREBALL
BACKFLIP KICK	FLYING HEEL STOMP
DRAGON KICK	KIPPUP
DOUBLE DREAD KICK	STUNNING SHOUT
DOUBLE-HIT KICK	

Combos: ROUNDHOUSE TO DOUBLE DREAD KICK (DIZZY), SHORT KICK TO FIERCE TO REKKA KEN

REOWN

Glory
 ●●●●●●●●
 □□□□□□□□
Honor
 ●●●●●●●●
 □□□□□□□□

Division: TRADITIONAL

Rank: 8

Standing

Wins 42 Losses 6
 Draws 2 KO's 19

CHI

●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●
 □□□□□□□□
 ●●●●●●●●
 □□□□□□□□

EXPERIENCE

Chapter 2:

TEAMS

Some animals fight alone and others fight in packs. It is in the nature of each animal to fight a certain way — there is no “better” or “best” method other than as it applies to the animal in question. It is the same with Street Fighting. Some Fighters, like certain animals, are pack-oriented, and so fight in groups. Fighting alongside someone can be just as challenging as fighting alone, and team-members should be respected for their efforts.

— T. Hawk, in *Sporting Illustrated*

Most **Street Fighter** troupes ultimately play teams, and this chapter presents characters to fill their needs. As with the previous chapter, the teams here may be chosen as either player characters or Storyteller characters, for either one-shot use or for ongoing appearances. The teams can be made stronger or weaker, with members added to their roster or deleted as the Storyteller prefers.

ROLLING THUNDER

Street Fighting Team

Division: Freestyle

History

Rolling Thunder is one of the newer — and meaner — teams on the circuit. Its opponents have every reason to fear it: the only thing worse than a bunch of nasty-tempered aggressive ex-soldiers is a bunch of cybernetically enhanced nasty-tempered aggressive ex-soldiers.

Rolling Thunder's manager/mentor/commander Roger MacRee — Lieutenant Colonel, U.S. Army (Retired) — re-

cruited the team's members from various military Special Forces programs. He always looks for individuals who have a history of violent behavior, Special Forces training, and cybernetic enhancement. These three qualities, MacRee believes, give Rolling Thunder an edge. So far, he's right.

MEMBERS

Alias	Real Name	Style	Rank
Mace	Lamadis Montrose	Special Forces	4
Legion	Jean-Paul Chevalier	Special Forces	5
Nychus	Jennifer St. Vincent	Special Forces	4

MACE

As far back as he could remember, Lamadis "Mace" Montrose has only used his fists as a means of solving his problems. Born in the darkest hole in Harlem, Lamadis spent eighteen of his 29 years crawling and clawing his way out—crushing skulls and pulverizing spines all the way. After high school, Mace joined the United States Army because, quite frankly, he really had no other option. Mace had been at Ft. Bragg for no more than two weeks before he was snatched up by the Army Rangers, because of his incredible strength and natural aptitude for subduing...uh, obliterating his adversaries.

After six years, Mace had received over fifteen decorations for valor in battle, such as the time when he single-handedly took out a machine gun nest in Khafgi. Upon his return to the States, Mace was recruited by CIA operatives and sent on his first and only "wet" mission. All Mace can remember is a flash of light and pain and then waking up on the table at Langley with two titanium arms where his used to be. Two years later, Mace was honorably dis-

charged from the Army and was immediately hired by MacRee. Since that day, Mace has busied himself living up to the standard that the Colonel has set—that being "leave no spine intact."

Appearance: Mace is a large African-American with a goatee and smooth-shaven head. Both arms have been replaced with titanium cybernetic appendages. He tends to wear winter pattern camouflage pants with high black combat boots.

Playing Mace:

Grimace a lot. You're the meanest thombre alive and you've gotta look it. Take no lip from anyone and crush those who give it to

you.

Quote: You think you're so tough, huh? Step up and we'll see how long it takes me to turn your spine into jello.





Name: MACE
Player:
Chronicle:

Style: SPECIAL FORCES
School: U.S. ARMY
Stable: NONE

Team: ROLLING THUNDER
Concept: BRUISER
Signature: SHADOW-BOXES

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●○○○
Stamina ●●●●○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●●●○○
Insight ○○○○○
Streetwise ●●●○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●●○○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ●●○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

CYBERNETICS ●●●○○○
MANAGER ●●●○○○
RESOURCES ●●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●○○○
Block ●●○○○
Grab ●●○○○
Athletics ●●○○○
Focus ●○○○○

SPECIAL MANEUVERS

BUFFALO PUNCH
POWER UPPERCUT
EAR POP
HAYMAKER
FLYING KNEE THRUST
AIR THROW
THROW
JUMP

RENOUN

Glory
 ●●●○○○○○○○○
 □□□□□□□□

Honor
 ●○○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE
Rank: 4

Standing

Wins 13 Losses 3
 Draws 0 KOs 7

CHI

●●○○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●○○○○○○○
 □□□□□□□□

EXPERIENCE

LEGION

After he was born to an unwed mother in the deep bayous of Louisiana, Jean-Paul "Legion" Chevalier was abandoned to a boat and left adrift. Luckily, the boat happened to find its way to Baton Rouge, where the screaming child was discovered by a parish priest who took him into his orphanage.

Jean-Paul learned to use his fists early in life, on the playground of a Catholic school. Three of the junior high school kids were taunting him on the playground and his natural response was to fracture one boy's skull and bite off another's nose. He continued to get into and out of trouble throughout his high school years, until the orphanage finally persuaded Jean-Paul to join the Marine Corps on his 18th birthday.

Jean-Paul was sent to Parris Island for Basic Training, where he excelled even though his platoon lost two privates on exercises. However, it was not until he captured the enemy's flag single-handedly during his AIT Bivouac that Jean-Paul came to the attention of Captain James Boorman, who quickly snapped the young Cajun out of his AIT cycle and brought him to Camp LeJume, where he became one of the few, the proud, the deadly — Forced Recon.

After a dozen missions in Grenada and North Korea — as well as a covert strike in Cambodia — Jean-Paul had made quite a name for himself, coming to the attention of Delta Force, which was eager to attain the deadly Cajun. However, on his very last mission as a Marine, Jean-Paul was taken down. He can't remember how many there were — all he knew is that they packed some serious firepower. When Jean-Paul (or Legion, as he was then called) awoke, deep in a research lab at Langley, his left arm was replaced with two metallic limbs.

Appearance: Legion is a medium-sized man with three arms — one natural right and two cybernetic left. He keeps his hair in the regulation "High and Tight" and has a dark complexion, typically wearing olive fatigues and sneakers in the ring.

Playing Legion: You have a heavy French accent, but no one says anything about it unless they don't like breathing. You are brash and arrogant and, to the misfortune of others, you can back it up. You were the deadliest weapon the Marines had and now you're the deadliest weapon in the Colonel's force.

Quote: *Let's see how well you laugh with your trachea ripped out.*



STREET FIGHTER

Name: LEGION
Player:
Chronicle:

Style: SPECIAL FORCES
School: U.S. MARINES
Stable: NONE

Team: ROLLING THUNDER
Concept: CYBORG CRUSHER
Signature: CROSSES TWO ARMS, FLEXES THIRD

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●○○○
Stamina ●●●●○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●●●●○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●●●●○
Insight ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○○
Drive ●○○○○
Leadership ●○○○○
Security ●●○○○
Stealth ●●●●●
Survival ●●●●○

KNOWLEDGES

Arena ○○○○○
Computer ●●○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

CYBERNETICS ●●●○○
MANAGER ●●●○○
RESOURCES ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●○○○○
Kick ●●○○○○
Block ●●○○○○
Grab ●●○○○○
Athletics ●●○○○○
Focus ●●○○○○

SPECIAL MANEUVERS

HEAD BUTT	AIR SMASH
BEAR HUG	JUMP
SPINNING BACKFIST	AIR THROW
BRAIN CRACKER	
PILE DRIVER	
NECK CHOKE	
THROW	
GRAPPLING DEFENSE	
WOUNDED KNEE	

Combos: _____

RENOUN

Glory
 ●●●●●○○○○○
 □□□□□□□□
Honor
 ●○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: 5

Standing

Wins 19 Losses 0
 Draws 1 KOs 11

CHI

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 □□□□□□□□

WILLPOWER

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HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●○○○○○
 □□□□□□□□

EXPERIENCE

Nychus

If one thing can be said about Jennifer "Nychus" St. Vincent, it's that some girls are *not* made of sugar and spice and everything nice.

Jennifer led a life of privilege and luxury, accustomed to the finer things. She was popular in college, a bright-eyed cheerleader, but all that changed one fateful night. Jennifer's boyfriend — who shall remain nameless — tried to put the moves on her, to which she responded by putting certain very painful moves on him. When she arrived home later that evening, her parents chewed her out for her actions, even going so far as to say that she should have played along. That was the last straw. She immediately dropped out of college and dropped in at her Navy recruiter.

Upon her arrival at basic, Jennifer immediately signed up for SEAL school — to the amazement of everyone on base, mainly because there had not been any female SEALs up to that time. Her training officer counseled her on the matter, but her mind was made up and she went on to Monterey.

The SEALs were everything that Jennifer had hoped they would be. True, the guys would hit on her at the NCO club, but then she'd just break their noses and that would be the end of that. By the end of her first hitch, Jennifer had a real

reputation as a troublemaker — which brought her to the attention of SEAL Team 7, the Navy's premiere SEAL team. On her first mission with the team, Jennifer's life changed in a blur of blood and metal. The intel was wrong, and the team was gone. She later awoke deep within the sub-basement of Bethesda Naval Hospital, strapped to a table, the lower two-thirds of her body replaced by bionics. After her discharge, Jennifer was recruited by MacRee at a Georgetown bar where she was attempting to remove the heads of two would-be suitors.

Appearance: Nychus is a woman in her late twenties, with long flowing red hair which she keeps in a ponytail. She has a green stripe running down the left side of her face, accenting the cybernetic eye which she had implanted later. Her legs are completely metallic, housing four implanted serrated blades. Nychus has also had razor sharp claws added to her bionic arsenal.

Playing Nychus: You're bitter — no, you are the deadliest ice queen on earth. You distrust everyone, especially men. Most of all, you delight in the pain that you cause. You are the swift and silent death that all men fear.

Quote: *This will hurt you, but pain is my aphrodisiac.*



STREET FIGHTER

Name: NYCHUS**Player:****Chronicle:****Style:** SPECIAL FORCES**School:** U.S. NAVY**Stable:** NONE**Team:** ROLLING THUNDER**Concept:** ICE QUEEN**Signature:** SCOWLS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●●○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●○○

MENTAL

Perception ●●●●○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●●○○○
Intimidation ●●○○○
Insight ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●○○○○
Drive ●●○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●●○○○
Survival ●○○○○

KNOWLEDGES

Arena ○○○○○
Computer ●●●○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

CYBERNETICS ●●●○○
MANAGER ●●●○○
RESOURCES ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●●○○

SPECIAL MANEUVERS

THIGH PRESS
 SUPLEX
 FLYING BODY SPEAR
 FLYING HEEL STOMP
 EYE RAKE
 KIPPUP
 JUMP
 HURRICANE KICK
 SPINNING FOOT SWEEP
 DOUBLE-HIT KICK
 DOUBLE DREAD KICK
 FORWARD FLIP KNEE

REOWN

Glory
 ●●●○○○○○○○
 □□□□□□□□

Honor
 ●○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE**Rank:** 4

Standing

Wins 14 Losses 1
 Draws 1 KO's 9

CHI

●○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●○○○○○○○
 □□□□□□□□

EXPERIENCE

TEAM EXTREME

Street Fighting Team and Covert Operations Unit

Division: Freestyle

History

Team Extreme is one of the first official attempts of the U.S. government to infiltrate the Street Fighter circuit and crack down on Shadoloo's criminal activities. Led by Colonel William Stanton, the first (and thus far the only) two recruits of Team Extreme were recruited specifically to act as undercover Street Fighters. Using their cover — with Stanton acting as their manager — Team Extreme travels the circuit, using it as a cover for their own activities. With Shadoloo's activities so widespread, Team Extreme can travel almost anywhere on the circuit and find some criminal activity to stop or terrorist actions to counter.

To the rest of the circuit, Team Extreme appears as nothing more than a professionally managed, well-financed young team. But when Shadoloo arranges a drug drop, or schedules a secret meeting, Team Extreme is there to bust it up, their Street Fighting costumes traded for masked uniforms. Thus far, their secret remains safe — but for how long?

MEMBERS

Name	Style	Rank	Notes
Randi Cooper	Special Forces	4	
Izzy Cooper	Special Forces	3	
Bill Stanton	Special Forces	NA	Manager

RANDI COOPER

Miranda Cooper grew up on the streets of Chicago, after running away from home with her brother Izzy. Miranda lived by her wits, getting money for food and clothes by mugging people. Eventually, she joined a gang, which provided her with the closest semblance to a family she'd ever had. She quickly graduated to robbing liquor and convenience stores. After a rash of robberies, Randi (as she now preferred to be called) was finally caught and arrested. The judge gave her a choice — jail time or a stint in the Army. Randi, at 19, chose the Army.

In the Army, Randi continued to get into trouble. During her first tour, she spent almost as much time in Army jails as she did on duty. After her third infraction, she was brought before Colonel William Stanton. Stanton recognized her raw talent as well as her penchant for getting into trouble. He offered Randi another choice — dishonorable discharge or assignment to a special unit. Randi became the first member of Team Extreme. Stanton had been a troublemaker himself, until the discipline of the army taught him to focus his mischievous behavior. Stanton took the young hellion and none too gently worked off her rough edges, improving on her hand-to-hand combat training.

Randi's current mission is to penetrate the world of Street Fighters, uncover Shadoloo operatives, and unmask their operations behind the scenes. One day she appeared in the arena, with a well-run operation behind her. Other fighters on the circuit do not know she is still on active duty. When asked, she admits to her stint in the army, but claims that she was dishonorably discharged for fighting. Unknown to other Street

Fighters — and Shadoloo — her parents are still alive and living in a tenement in Chicago. If anyone found out, they could be used for blackmail purposes against this highly effective agent.

Appearance: Other fighters call her "Fire and Ice." Outside the ring, Randi is a party animal. She dresses seductively and appreciates the attention it gets her — she's fire. Inside the ring, she is deadly efficient and deadly serious — she's ice. She dresses in loose-fitting silk pants and a tank top. She cuts her hair short and stylish. Randi has broken many hearts with her wicked grin and sparkling eyes.

Playing Randi: You like your music loud and your motorcycles fast. You live on the edge, and never back down from a challenge. Your superiors call you rash, a "loose cannon." You call them conservative old men and worry warts. Outside the ring, you don't look for the party — you are the party. Inside the ring, or on a mission, you are all business. You like your current assignment and the wealthy lifestyle of a successful Street Fighter. Even if you weren't on assignment, you'd be a Street Fighter.

Quote: *You're kinda cute. We could have had fun. Too bad I have to kick your butt.*



STREET FIGHTER

Name: RANDI COOPER**Player:****Chronicle:****Style:** SPECIAL FORCES**School:** U.S. MILITARY**Stable:** NONE**Team:** TEAM EXTREME**Concept:** STREET URCHIN**Signature:** STRIKES A POSE,
BLOWS KISSES

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●●○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●●○○○
Intimidation ●●●●○
Insight ●●●○○
Streetwise ●●●●○
Subterfuge ●●●●○

SKILLS

Blind Fighting ●●○○○
Drive ●●○○○
Leadership ●●○○○
Security ●○○○○
Stealth ●●●●○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ●●●●○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

MANAGER ●●●○○
BACKING (U.S. GOV'T.) ●●●○○
SENSEI ●●●○○
STAFF ●●●●○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●○○○
Block ●●○○○
Grab ●●○○○
Athletics ●●●●○
Focus ●●○○○

SPECIAL MANEUVERS

BUFFALO PUNCH	JUMP
SPINNING BACK FIST	KIPPUP
FLASH KICK	FLYING HEEL STOMP
SPINNING CLOTHESLINE	
FOOT SWEEP	
KICK DEFENSE	
PUNCH DEFENSE	
KNEE BASHER	
THIGH PRESS	

Combos: STRONG TO STRONG TO
 KNEE BASHER (DIZZY),
 KNEE BASHER TO BUFFALO PUNCH
 (DIZZY)

RENOWN

Glory
 ●●●●●○○○○○
 □□□□□□□□
Honor
 ●●●●●○○○○○
 □□□□□□□□

Division: FREESTYLE**Rank:** 4

Standing

Wins 12 Losses 3
 Draws 2 KOs 9

CHI

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 □□□□□□□□

WILLPOWER

●●●●●●●○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

Izzy Cooper

Like his older sister, Israel ran away from home to escape an alcoholic and abusive father. Living in an abandoned building with his sister Randi, he depended on her for food and clothes. He didn't like Randi stealing to get money, but what choice did they have? "Izzy" really didn't like the gang she eventually joined, but they protected the two from the other low-lives on the street. Randi made sure he went to school and did his homework, never letting him go out with her on her unsavory jobs. His way off the streets was to be his intelligence.

When she was arrested and sentenced to the Army, Izzy lost his protector and provider. Lying about his age, he joined the Army as well. Basic training was awful — the ten-mile hikes, the push-ups, the sergeants yelling. He did like the technical training, however, and learned about electronics. In addition, the Army provided food, shelter and clothes. Never very physical, he learned, to his surprise, that he could fight reasonably well. While Randi cooled her heels in the stockade, Izzy was taking advanced electronics training, studying about radios, computers and radar. His evaluations were always glowing, though physically he was barely fit.

When Col. Stanton recruited Randi for his special operations team, Randi insisted on being joined by her kid brother. Because of Izzy's good service record and technical skills, Stanton agreed despite reservations. Stanton put the boy on a strict regimen to build up his physical strength.

After months of intensive exercise, Izzy was ready to learn Special Forces Training.

Izzy's current assignment is the same as his sister's — to penetrate the world of Street Fighters and thwart Shadoloo's plans. He fights alongside Randi in the arena, and is her partner as a secret agent. While she is the "muscle," he is the "brains." Izzy's specialty is security systems and devising gadgets. As far as anybody knows, he mustered out of the military after his last tour of duty. Secretly, Izzy wants to strike out on his own, as an independent. Other Street Fighters think he has guts to get into the arena, but most still think of him as a nerd.

Appearance: Izzy appears much weaker than he really is. His wiry frame and quiet manner lead many opponents to underestimate him. Inside the ring, he wears a uniform that matches his sister's — blue pants and a tank top. He prefers comfortable clothes, jeans and flannel shirts. When he gets excited, he becomes more and more intense — the more serious the subject, the more focused he becomes.

Playing Izzy: You want to shine, to be noticed for your own accomplishments. You are a bit shy, and wish you could be more like your sister. If you could just get out from under her shadow, you'd get the respect you deserve.

Quote: No, you go to the party without me. I'm going to stay here and read this new technical manual I picked up. Interesting stuff.



STREET FIGHTER

Name: IZZY COOPER
Player:
Chronicle:

Style: SPECIAL FORCES
School: U.S. MILITARY
Stable: NONE

Team: TEAM EXTREME
Concept: STREET URCHIN
Signature: CLAPS AND YELLS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●○○○○
Appearance ●●○○○

MENTAL

Perception ●●●○○
Intelligence ●●●●●
Wits ●●●●●

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ●○○○○
Insight ●●○○○
Streetwise ●●○○○
Subterfuge ●●○○○

SKILLS

Blind Fighting ●○○○○
Drive ●○○○○
Leadership ●○○○○
Security ●●○○○
Stealth ●●○○○
Survival ●●○○○

KNOWLEDGES

Arena ●●○○○
Computer ●●●●●
Investigation ●●●●●
Medicine ●●○○○
Mysteries ○○○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

MANAGER ●●●○○
BACKING ●●●○○
SENSEI ●●●○○
STAFF ●●●○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●●●○○

SPECIAL MANEUVERS

HYPER FIST | JUMP

POWER UPPERCUT

SPINNING BACKFIST

HEAD BUTT

FOOT SWEEP

WOUNDED KNEE

KICK DEFENSE

DEFLECTING PUNCH

KNEE BASHER

Combos: ROUNDHOUSE TO SPINNING

BACKFIST TO FOOT SWEEP (DIZZY),

WOUNDED KNEE TO WOUNDED KNEE

TO HEAD BUTT (DIZZY)

RENOUN

Glory

●●●○○○○○○○○
 □□□□□□□□

Honor

●●●○○○○○○○○
 □□□□□□□□

Division: FREESTYLE**Rank:** 3

Standing

Wins 4 Losses 4

Draws 2 KO's 1

CHI

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 □□□□□□□□

WILLPOWER

●●●●●●○○○○
 □□□□□□□□

HEALTH

●●●●●●●●
 □□□□□□□□

○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

COL. WILLIAM STANTON

MANAGER

Bill Stanton grew up in a trailer park in Fort Worth, Texas, the product of a typical, middle-class childhood. He was a Boy Scout and played in the Little League. In junior high, there was football. When he hit puberty, though, the difficulties began. The school said he had "discipline problems." He acted up in class and was a frequent visitor of detention hall. Then there were the after-school fights. In frustration, Bill's parents sent him off to military school.

Military school was tough, but it hammered Bill's mischievous nature out of him. Life at the school taught him discipline and respect. Upon graduation, while other kids were going to college or avoiding the draft, Bill was enlisting in the Army. He served two tours in Vietnam as a Green Beret. He was assigned to covert operations in Laos and Cambodia—sabotaging supply depots along the Ho Chi Minh Trail. Stanton was decorated for bravery and valor. After the war, he stayed in the service and became a career soldier. Unfortunately, he never found the right person to marry. He has no children.

When the Army decided to form a new covert operations team, they turned to Col. Stanton, who eventually recruited Randi and Izzy Cooper. They were raw, but he recognized their potential. He taught them honor, pride, duty, and Special Forces Training. Now Stanton serves as manager, sensei, and den-mother to Team

Extreme. He's still learning the business of managing a team—making reservations, booking flights, registering for tournaments, and learning which arenas to avoid. It's not like filling out a government requisition form. But he's up to the task.

Appearance: Stanton is a button-down, spit-and-polish soldier, even though he is undercover. He is tall and muscular, clean-shaven, and his blond hair is cropped short. He wears sports-coats, slacks, and usually a clashing tie. Stanton has quickly earned a reputation as an outgoing bear of a man, and is well liked among reputable Street Fighters. During a fight, Stanton cheers on his two charges, yelling out advice and encouragement.

Playing Col. Stanton: You like to do things by the book. Everything you need to know is in the book, and it's there for a reason. Inwardly, you miss the old days—jumping out of planes, crawling on your belly through the mud, blowing up stuff. But managing a Street Fighter team is your assignment now. You love Randi and Izzy—a little too much perhaps. You treat them like they were your own children. You make sure they have everything they need—within budget, of course.

Quote: *You were supposed to be at the rendezvous point at 0800 hours. You're late. I don't want to hear excuses, and I won't tolerate slack behavior in this unit. So... what did you find out?*



STREET FIGHTER

Name: WILLIAM STANTON**Player:****Chronicle:****Style:** SPECIAL FORCES**School:** U.S. MILITARY**Stable:** NONE**Team:** TEAM EXTREME**Concept:** SOLDIER**Signature:** CHEST OUT, STOMACH IN, CHIN UP!

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●○○○

MENTAL

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●●●
Interrogation ●●●●●
Intimidation ●●●●○
Insight ●●●●○
Streetwise ●○○○○
Subterfuge ●●●●○

SKILLS

Blind Fighting ●●●○○
Drive ●●●○○
Leadership ●●●●●
Security ●●●●○
Stealth ●●●●○
Survival ●●●●○

KNOWLEDGES

Arena ●●○○○
Computer ●●○○○
Investigation ●●○○○
Medicine ●●○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

BACKING ●●●○○
CONTACTS (MILITARY) ●●●●●
RESOURCES ●●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●●●●●
Block ●●●●○
Grab ●●●●●
Athletics ●●●○○
Focus ●●●○○

SPECIAL MANEUVERS

HYPER FIST	JUMP
POWER UPPERCUT	KIPPUP
SPINNING BACKFIST	
SPINNING KNUCKLE	
DOUBLE-HIT KICK	
FLASH KICK	
LIGHTNING LEG	
KNEE BASHER	
MAKA WARA	

Combos: **STRONG TO ROUNDHOUSE**
TO STRONG (DIZZY),
SPINNING KNUCKLE TO KNEE BASHER
(DIZZY),
JUMPING JAB TO LIGHTNING LEG

RENDOWN

Glory
 ●●●○○○○○○○○
 □□□□□□□□
Honor
 ●●●●●●●●●●
 □□□□□□□□

Division: N/A**Rank:** -

Standing

Wins - Losses -
 Draws - KOs -

CHI

●●●○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●○○○○○○○○
 □□□□□□□□

EXPERIENCE

THE UNSPEAKABLES

Street Fighting Team
Division: Freestyle
History

There are, perhaps, worse things in the Street Fighter world than Shadoloo. That criminal monolith, tyrannical and terrible as it may be, is a human institution — its goals comprehensible, if hardly altruistic. By contrast, the motivations of the freakish fighters known as the Unspeakables remain a mystery. Perhaps it is better that way.

Since The Unspeakables' debut two years ago, the team has cut a vicious, viscous swath through the ranks of the Street Fighter circuit. Many feel The Unspeakables' ascension to World Warrior status is only a matter of time — or, as the Mollusk chuckles, "when the stars are right."

The team's prowess is matched only by its utter lack of anything resembling mercy. The Unspeakables avoid fraternizing with other Street Fighters, and indeed seem to take

pleasure in brutally incapacitating them. Then, too, there are those who say the team does more than incapacitate. Rumors abound of matches fought in secret arenas of less than wholesome reputation — matches where the Unspeakables' opponents are slain outright or, worse, taken alive after the match, never to be seen again.

The Unspeakables' manager is the most physically human of the team, despite his oddly bulging eyes, overly wide

mouth and wrinkled neck — no doubt a hereditary condition of some sort. However, he is in many ways the most disturbing. Known only as the High Priest, he evidently attends to the Unspeakables' spiritual as well as logistical needs. It was he who summoned the team's

members from the far corners of the earth, and it is he who orchestrates the team toward its unnameable (but undoubtedly nefarious) goals. The High Priest is also responsible for setting up the team's matches; as The Unspeakables have risen in the ranks, the High Priest's prerequisites for signing matches have become increasingly bizarre (a given match must be fought on the winter solstice, or while the star Algol looms in the heavens, or within a specific ring of standing stones, etc.).

MEMBERS

Allas	Real Name	Style	Rank	Notes
The Mollusk	Irrelevant	N.Amer. Wr.	8	Leader
The Thing...	Irrelevant	Sumo	6	
Sss'lussthu-Kha	Sss'lussthu-Kha	Kabaddi	7	

THE MOLLUSK

Donald Three Pines was one of the best and the brightest. Born into poverty on a Southwestern reservation, Donald dazzled his teachers with his scientific aptitude. College faculties were likewise impressed, and Donald won a prestigious scholarship to the Woods Hole Oceanographic Institute.

Nor were Donald's talents limited to intellectual pursuits. Seeking to bolster his self-discipline and self-confidence, he took up the martial arts early in life. Donald became a skilled wrestler and even studied under the mighty T. Hawk.

Donald's only real flaw, if flaw it could be called, was his restless, driving curiosity. He could not, as T. Hawk entreated, "exist within, not without." Donald had to know, to probe, to analyze and understand. Thus, when he heard rumors of sightings near Puget Sound, Washington — sightings of a species of octopus that, by all accounts, dwarfed the *Octopus apollyon* indigenous to those waters — he had to investigate personally. With publications dancing in his head, Donald scraped up grant money and flew to the West Coast.

Donald's first scuba tour of the caves unearthed many impressive specimens, but nothing of the proportions he sought. Neither did his second, and his third seemed likewise destined to fail. So, heedless of the dangers posed by diving alone — nitrogen narcosis or the creature itself — Donald descended deeper than was prudent. One hundred feet...125...150.

He found it in the lightless waters. Or rather, it found him. Donald's first clue to the beast's whereabouts was the pressure of the three-foot-thick tentacle around his rib cage. Donald's sources had been half right. The creature was as large as the reports claimed — larger, in fact. But it was no octopus — indeed, it was not of this or any sane planet.

The creature pondered its catch with eyes the size of garbage can lids. The squirming thing was too small to curb its appetite, too weak to serve it in its wondrous grotto. But perhaps it could be of use above the waves. Yes...it needed a surface-world slave to prepare the way for the Rising. But certainly a more pleasing, less restrictive shape was in order.

The devolution enzymes did their work. Later, something crawled from the Pacific onto the Puget Sound shore where Donald Three Pines had descended. But there was no more Donald Three Pines. There was only the Mollusk.

Appearance: The Mollusk is truly loathsome to behold; indeed, many opponents have been too repulsed to step in the ring against it. Cat-people are one thing, but who wants to fight a seven-foot-tall, bipedal slug? The Mollusk is grayish-brown and mottled with black specks. Its eyes bob atop elongated stalks, and it is coated with a thick layer of mucus. Its arms resemble tentacles, complete with suckers.

Playing the Mollusk: You lead the team in the High Priest's absence, for you are neither as single-mindedly fanatical as Sss'lussthu-Kha nor as blindly animalistic as the Thing. You eagerly do the High Priest's bidding, though you consider yourself more of an ally than a servitor. Your curiosity has been replaced by an implacable patience. Soon enough the time will come, and they shall walk the earth once more. Until then, you whittle down those few specimens of humanity who might pose a passing challenge on the Night of Cleansing.

Quote: *The hour of your species' extinction draws nigh, human microbe!*



STREET FIGHTER

Name: THE MOLLUSK
Player:
Chronicle:

Style: NATIVE AMERICAN WRESTLING
School: UNKNOWN
Stable: NONE

Team: THE UNSPEAKABLES
Concept: MOLLUSK HYBRID
Signature: HOCKS SLIME GLOB ON
 FALLEN OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●○○
Stamina ●●●●●●

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ○○○○○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●○○○○○
Interrogation ●○○○○○
Intimidation ●●●●○
Insight ○○○○○○
Streetwise ○○○○○○
Subterfuge ○○○○○○

SKILLS

Blind Fighting ●●○○○○
Drive ●●○○○○
Leadership ●●○○○○
Security ○○○○○○
Stealth ●●○○○○
Survival ●●●○○○

KNOWLEDGES

Arena ○○○○○○
Computer ●●○○○○
Investigation ●●●○○○
Medicine ●●●○○○
Mysteries ●●●●○○
Science ●●●●○○

ADVANTAGES

BACKGROUNDS

ANIMAL HYBRID (PROVIDES ●●●●●
SLIMY SHEATH: 2 EXTRA DICE ○○○○○○
TO ESCAPE FROM GRABS) ○○○○○○
ANIMAL COMPANION (GIANT ●●●●●
OCTOPUS) ○○○○○○
 ○○○○○○
 ○○○○○○

TECHNIQUES

Punch ●●○○○○
Kick ●●○○○○
Block ●●○○○○
Grab ●●○○○○
Athletics ●●○○○○
Focus ●●○○○○

SPECIAL MANEUVERS

BEAR HUG
SPINNING CLOTHESLINE
HEAD BITE
GRAPPLING DEFENSE
NECK CHOKE
REGENERATION
ACID BREATH

REOWN

Glory
 ●●●●●●●○○○
 □□□□□□□□
Honor
 ○○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: B

Standing

Wins 37 Losses 4
 Draws 3 KOs 12

CHI

●●●●●●●○○○
 □□□□□□□□

WILLPOWER

●●●●●●●○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□

EXPERIENCE

THE THING THAT SHOULD NOT BE

The creature lay half-buried in sediment at the bottom of the Mariana Trench, as it had for ten million years. But it had no concept of such things as the passage of time, or the fact that it was ten times the size of the largest whales. Nor did it perceive that its gestation cycle, begun in the Eocene Period, was coming to a close. A slight tremor in its mountainous body and a momentary interruption of its dreams were the only indications that it had spawned.

Soon the abyssal plain swarmed with thousands of larvae, which, in the manner of their kind, began to cannibalize one another. Eventually only one larva — the strongest and most cunning — survived.

But in its rapacity the larva had devoured its primary source of sustenance, and soon hunger gnawed at it. It was now too large to be sated by the occasional bioluminescent morsel, yet still too small to battle the great squids and oarfish of the deep. So it drifted toward the surface, guided by instincts ancient when the first cockroach raised its antennae from the mud.

On a dark, moonless night it surfaced, extending periscope-like pseudopodia to assess its surroundings. Thus oriented, it undulated toward the nearest land mass — the eastern coast of Honshu. The lights and noise of Tokyo's Ginza District attracted it, and soon late-night workers and pleasure-seekers began disappearing from the waterfront.

It was discovered by the renegade *sumotori* Tetsu, infamous for his Yakuza connections and lack of honor. Tetsu saw it as a potential weapon for his burgeoning criminal empire. It had other

ideas: Tetsu's 500-pound bulk made a tasty midnight snack.

But the *sumotori*'s Chi was not as easily digested as were his flesh, organs, and bones. A bizarre metamorphosis took place: its nucleus began to wrinkle and distend, mirroring the creases and folds of Tetsu's brain even as it absorbed that organ into its cytoplasm. The duplication, though far from perfect, sufficed. Four hours later it faced the rising sun on newly extruded legs in a crude approximation of a Sumo stance, gurgling Zen sutras in pidgin Japanese.

Its newfound understanding of human society, coupled with its amphibious nature, enabled it to easily avoid the Tokyo authorities. The High Priest was more persistent (and equally amphibious), and the Thing soon joined the ranks of The Unspeakables.

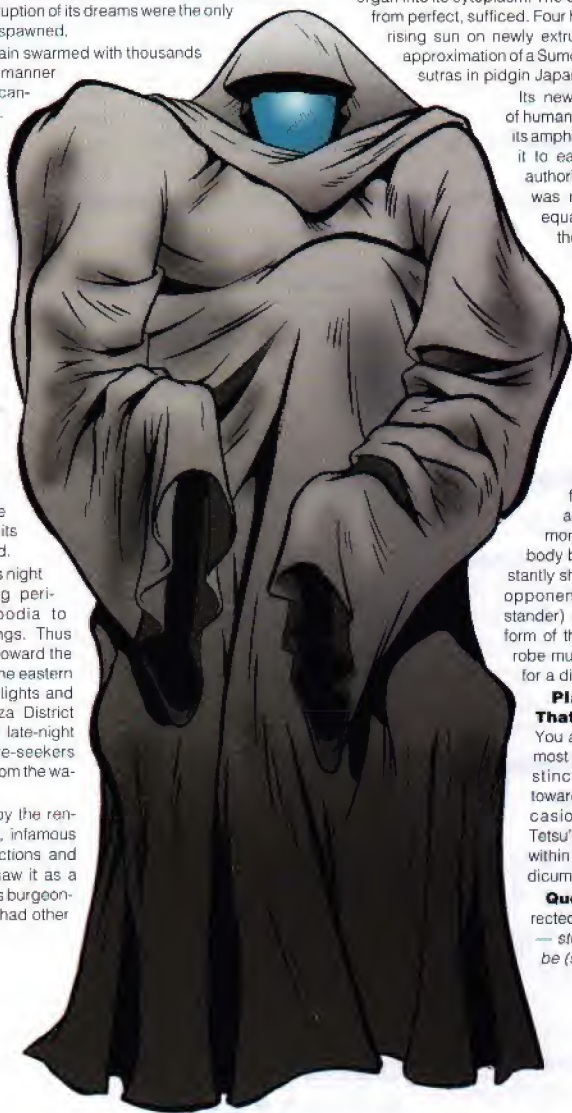
Appearance:

The Thing garbs itself from head (?) to toe (?) in a cowl'd, long-sleeved robe which completely shrouds its form. A featureless waxen mask conceals its face. The Thing stands a staggering 7'6" — more or less, because the body beneath the robe constantly shifts and seethes. Any opponent (or innocent bystander) who sees the actual form of the Thing beneath the robe must immediately check for a dizzy result.

Playing the Thing That Should Not Be:

You are a simple creature; most of your actions are instinct-driven tropisms toward food or safety. Occasionally a vestige of Tetsu's personality manifests within you, imparting a modicum of cunning.

Quote: [in Japanese, directed toward opponent] *Big — strong (gurgle) — must be (slurp) TASTY!*



STREET FIGHTER

Name: THE THING THAT SHOULD NOT BE **Style:** SUMO WRESTLING
Player: **School:** UNKNOWN
Chronicle: **Stable:** NONE

Team: THE UNSPEAKABLES
Concept: FREAK
Signature: EMITS EERIE, INSIDIOUS
 PIPING NOISE - "TEKELI-LI! TEKELI-LI!"

ATTRIBUTES

PHYSICAL

Strength ●●●●●●●
Dexterity ●●●●●
Stamina ●●●●●●●

SOCIAL

Charisma ●●●●●
Manipulation ●●●●●
Appearance ●●●●●

MENTAL

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

ABILITIES

TALENTS

Alertness ○○○○○○
Interrogation ○○○○○○
Intimidation ●●●●●
Insight ○○○○○○
Streetwise ●○○○○○
Subterfuge ○○○○○○

SKILLS

Blind Fighting ●●●●●●
Drive ○○○○○○
Leadership ○○○○○○
Security ○○○○○○
Stealth ○○○○○○
Survival ●●○○○○

KNOWLEDGES

Arena ○○○○○○
Computer ○○○○○○
Investigation ○○○○○○
Medicine ○○○○○○
Mysteries ●○○○○○
Style Lore ○○○○○○

ADVANTAGES

BACKGROUNDS

ANIMAL (?) HYBRID ●●●●●
(PROVIDES EXTRA LIMBS- PSEUDOPODIAL AND GILLS) ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

TECHNIQUES

Punch ●●●●●●
Kick ●●●●●●
Block ●●●●●●
Grab ●●●●●●
Athletics ●●●●●●
Focus ●●●●●●

SPECIAL MANEUVERS

TOUGHSKIN
SAN HE
BEAR HUG
GRAPPLING DEFENSE

RENOUN

Glory
 ●●●●●●●●●●
 □□□□□□□□□□
Honor
 ○○○○○○○○○○
 □□□□□□□□□□

CHI

●●●●●●●●●●
 □□□□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●●●●●●●●●
 □□□□□□□□□□

New Basic Maneuvers:

SUCK (5)
ABSORB (5)
SURROUND (5)

EXPERIENCE

Division: FREESTYLE
Rank: 6

Standing

Wins 18 **Losses** 7
Draws 2 **KOs** 5

SSS'LUSSTHU-KHA

She stands in the center of the arena, rigid save for the sinuous flickering of her tail. Harsh sodium bulbs hang suspended above her, speakers blare down gauche warmblood music upon her, but she is thousands of miles and millions of years away. In her ears reverberate the flutes and war drums of deluge-whelmed Lemuria. In her eyes stand the tessellated towers of her people, rising from the cycad forests and steaming swamps of the lost continent. And in her atavistic brain whisper legions of progenitors, imparting their collective wisdom and memories.

She is Sss'lussthu-Kha — "Death to the Egg-Stealers" in the Lemurian tongue — priestess of the Third Molting, mistress of the Kha-Bhaa'adhi fighting art, last of her race. Few enough of the serpent folk survived the flood, and those who did were hounded and hunted down the millennia by the tree-shrew spawn who now gibber and hoot in the seats encircling her. She alone remains to return the planet to its rightful masters.

The shambling brute before her is a clumsy atavism, unfit even to feed to the hatchlings. He raises his arms in an awkward defensive posture — she can discern six openings in his guard already — and advances upon her. She allows him to initiate the attack — she wishes to assess mammalian warcraft. He throws a series of flailing punches, all of which are effortlessly dodged by inches or turned aside by scaly forearms. Still she launches no counter, but merely stares at him with opalescent eyes.

He is disconcerted; she can smell fear and anger in his sweat. Foregoing all pretense of finesse, he hurls himself at her with a yell, hoping sheer mass will succeed where technique failed. But Sss'lussthu-Kha has techniques of her own. A faint gesture, a prayer to forgotten gods, and she vanishes in a sulfurous cloud, reappearing behind her dumbfounded foe. Eons of ancestors hiss in her brain: *Finish him.*

The tail catches him in the chest as he turns. The crack of shattered ribs is audible even over the noise of the crowd. He flies halfway across the arena, then crumples to the concrete like a wadded rag. The arena's spotlights illuminate the dark blood bubbling from his mouth.

She crouches, bending nearly double. The crowd's howling subsides, becoming a nearly inaudible susurruration. Her hinged lower jaw drops upon her chest, and four fangs, each two inches in length, click into view.

She strikes, whipping her body nearly nine feet forward in one fluid motion. He screams like a child as her fangs gouge into his thigh. Quicker than the eye can follow, she resumes her upright posture.

For a moment, the tableau remains unbroken. Then the prostrate warmblood arches his back nearly 90 degrees and begins spasming across the floor like a broken toy as the neurotoxin shrieks through his system.

He is large, and so it takes him nearly three minutes to die.

Sss'lussthu-Kha raises her hood in victory, staring through nictitating lenses at the warmblood usurpers. One down; 5.4 billion to go.

Appearance:

Sss'lussthu-Kha is 5'9" and appears to be a cross between an attractive woman and a lizard. Her scales are a deep, lustrous green with rust mottlings, and she sports a dimetrodon-esque crest down her skull and back. She adorns herself with exotic Lemurian jewelry. When she grows angered or aroused, a cobralike hood flares from her neck. A hissing carpet of snakes constantly accompanies her.

Playing Sss'lussthu-Kha: Do not deign to treat your warmblood foes with contempt. Transfix them with a cold, reptilian, scrutinizing stare. You particularly enjoy crushing Kabaddi monks, for you know their vaunted style to be a blasphemous warmblood bastardization of the ancient Lemurian fighting arts. Very good fighters may trigger an amorous interest in you; one of your goals is the resurrection of the Lemurian race, and a race of half-mammalian hybrids is better than nothing.

Quote: *I have waited 65 million years to destroy you.*



STREET FIGHTER

Name: SSS'LUSSTHU-KHA
Player:
Chronicle:

Style: KABADDI
School: LEMURIA
Stable: NONE

Team: THE UNSPEAKABLES
Concept: LEMURIAN PRIESTESS
Signature: HISSES, FLARES HOOD,
 RAISES CREST AND EXTENDS TONGUE

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●●●●
Stamina ●●●●○

SOCIAL

Charisma ○○○○○
Manipulation ●●●●●
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●○○○○
Interrogation ○○○○○
Intimidation ●●●○○
Insight ●●●●●
Streetwise ○○○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●●○○○
Drive ○○○○○
Leadership ●○○○○
Security ○○○○○
Stealth ●●●○○
Survival ●●●○○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ●○○○○
Medicine ●●●○○
Mysteries ●●●●●
Style Lore ●●●○○

ADVANTAGES

BACKGROUNDS

ANIMAL HYBRID ●●●○○○
ANIMAL COMPANION ●●●○○○
(SNAKES OF ALL SPECIES) ○○○○○
RESOURCES (LEMURIAN GOLD) ●●●○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●●○○○
Block ●●●○○○
Grab ●●●○○○
Athletics ●●●○○○
Focus ●●●○○○

SPECIAL MANEUVERS

TOUGHSKIN

YOGA TELEPORT

VENOM

EXTENDIBLE LIMBS

COBRA CHARM

TELEPATHY

New Basic Maneuvers:

BITE (3)

TAIL LEASH (3)

REOWN

Glory
 ●●●●●●●●○○
 □□□□□□□□

Honor
 ○○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: 7

Standing

Wins 28 Losses 1

Draws 1 KOs 27

CHI

●●●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ●●●●●●○○○○
 □□□□□□□□

EXPERIENCE

THE WAR HOUSE

Street Fighting Team

Division: Freestyle

History

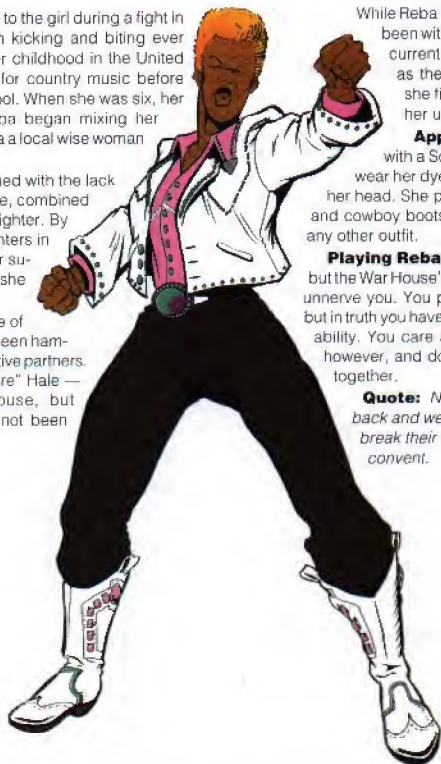
This team has paid more than its share of dues, and while well-respected by other Street Fighters, it has yet to gain the fans' admiration. This may well have something to do with the fact that leading promoters have relegated its members to backroom brawls and less-attended events. While this might have destroyed a lesser team's resolve, it has only forced this one closer together, and its members train, eat, and even live together. Mess with one and you mess with them all.

REBA MILLER

Reba Miller's mother gave birth to the girl during a fight in south Georgia, and Reba's been kicking and biting ever since. She remembers little of her childhood in the United States, but she acquired a love for country music before country music pretended to be cool. When she was six, her family moved to Brazil, and Reba began mixing her country leanings with the Capoeira a local wise woman taught her.

Reba's love of fighting, combined with the lack of anything else to do in the village, combined to make her an extremely fierce fighter. By the time she turned 18, all the fighters in the region recognized her as their superior, and it was only natural that she join the Street Fighting circuit.

While she has always been one of the better fighters, she has often been hampered by choosing less-than-effective partners. One of her first — Nathan "For Hire" Hale — brought her into the War House, but disappeared long ago and has not been seen since.



While Reba did not form this team, she has been with it longer than any of the other current members. The others see her as their *de facto* leader, a position she fills well but which often makes her uncomfortable.

Appearance: A tall black woman with a Southern accent, Reba tends to wear her dyed orange-blond hair high on her head. She prefers sequined denim outfits and cowboy boots studded with rhinestones to any other outfit.

Playing Reba: Girl, you knows you're good, but the War House's lack of success has begun to unnerve you. You project an aura of confidence but in truth you have doubts about your leadership ability. You care a great deal about the team, however, and do whatever you can to keep it together.

Quote: Now if y'all take 'em from the back and we all hit 'em from the front, we'll break their hearts faster 'en a trucker in a convent.

MEMBERS

Name	Style	Rank	Notes
Reba Miller	Capoeira	3	Leader
The Chain	Special Forces	2	
K.O.	Thai Kickboxing	1	
Dana the Pole	Shotokan Karate	2	
Eric the Red so Fine	Kung Fu	1	
Jack the Mechanic	none	-	manager/driver

STREET FIGHTER

Name: REBA MILLER
Player:
Chronicle:

Style: CAPOEIRA
School: UNKNOWN
Stable: NONE

Team: WAR HOUSE
Concept: HELLCAT
Signature: YAHOOO!

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●●●

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●○○

MENTAL

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ●●○○○
Insight ○○○○○
Streetwise ●●○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●○○○○
Drive ●●○○○
Leadership ●●●○○
Security ●●○○○
Stealth ●○○○○
Survival ●○○○○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ●●○○○
Medicine ●●○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○○

 ○○○○○○

 ○○○○○○

 ○○○○○○

 ○○○○○○

 ○○○○○○

 ○○○○○○

TECHNIQUES

Punch ●○○○○○
Kick ●●●○○○
Block ●●●○○○
Grab ●●●○○○
Athletics ●●●○○○
Focus ●●●○○○

SPECIAL MANEUVERS

HEAD BITE _____
DRUNKEN MONKEY ROLL _____
BACK FLIP KICK _____
DOUBLE-HIT KNEE _____
MUSICAL ACCOMPANIMENT (COUNTRY) _____

RENDOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□
Honor
 ●●●●●○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 3

Standing

Wins 4 **Losses** 3
Draws 2 **KOs** 3

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

THE CHAIN

Only two traits have stayed with Marco Charanya from his youth in the graffiti-laden *barrios*: his great legs and his hatred of all things artistic. Early on Marco came to the conclusion that the Army provided his only means out of the *barrio*, so he joined when he was 16 and immediately began looking for ways to make his already gorgeous legs even more attractive. He hit on Special Forces training during his first few months in the service, and he still practices constantly.

When he finally left the Army, Marco sought a way to earn a living while continuing to perfect his legs, and Street Fighting provided the perfect opportunity for both. He had little success on his own, but has done better since joining the WarHouse. Still,

his anti-artist sentiments have a way of rubbing people the wrong way, and he often has to resort to his Spinning Clothesline to get himself out of the jams his mouth gets him into.

Appearance: The Chain is a medium-sized Hispanic man with a goatee, mustache and pony tail. He refuses to wear clothes with drawings or designs on them. In the ring he wears short boxing trunks.

Playing The Chain: You have a great deal of quiet faith in your own abilities, but get loud and boisterous if you begin to feel insecure. You look out for your teammates, but they spend as much time getting you out of trouble as you do helping them.

Quote: *Of course I can take them on. Me and my legs will have them screaming for mercy in no time. Why, I remember once in a very similar situation ...*





Name: THE CHAIN
Player:
Chronicle:

Style: SPECIAL FORCES
School: U.S. ARMY
Stable: NONE

Team: WARHOUSE
Concept: BRAVO
Signature: POSES, EMPHASIZING LEGS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ●●○○○
Intimidation ●●○○○
Insight ○○○○○
Streetwise ●○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ○○○○○
Drive ●●○○○
Leadership ●●○○○
Security ○○○○○
Stealth ●●○○○
Survival ●●○○○

KNOWLEDGES

Arena ●○○○○
Computer ●○○○○
Investigation ●○○○○
Medicine ●○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●●○○○
Block ●●●○○○
Grab ●●●○○○
Athletics ●●●○○○
Focus ●●●○○○

SPECIAL MANEUVERS

SPINNING CLOTHESLINE _____
 FOOT SWEEP _____
 HANDSTAND KICK _____
 JUMP _____

Combos: JAB TO HANDSTAND KICK (DIZZY)

RENOUN

Glory
 ●●●○○○○○○○○
 □□□□□□□□
Honor
 ●●●○○○○○○○○
 □□□□□□□□

Division: FREESTYLE
Rank: 2

Standing

Wins 4 Losses 2
 Draws 2 KOs 1

CHI

●●○○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●●○○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

DANA THE POLE

Dana's fascination with weapons dates back to her very first moments, when she grabbed the obstetrician's scalpel and started cutting. As she grew older, she got her hands on more and more weapons, using them with a glee few can match. When she heard that practitioners of Shotokan Karate could wield fire as a weapon, she signed up at once.

Her favorite weapon is the quarter staff, and opponents argue over which has stunned more men—her staff or her beauty. Few people can handle too much of either, and only Dana's intense love of fighting has kept her from advancing

in the Street Fighter ranks. She tends to concentrate more on fighting than on winning.

Appearance: A beautiful Polish woman. Dana is tall and has dark black hair. She dresses comfortably, preferring a colorful gi for fights.

Playing Dana: You have only one interest in life: the fight. Everything else is secondary. When not fighting, you're anxious and jumpy, unable to stay in one place for more than five minutes. When in a fight, however, you are icily calm and nothing can excite you. While you rarely pick fights, you will start one at the slightest provocation.

Quotes: Do you really want to fight? Huh? Huh? Do you, really? Please?



STREET FIGHTER

Name: DANA THE POLE

Player:
Chronicle:
Style: SHOTOKAN KARATE

School: UNKNOWN

Stable: NONE

Team: WAR HOUSE

Concept: STUNNING BEAUTY

Signature: TWIRLS STAFF

ATTRIBUTES

PHYSICAL

Strength ●●●●○
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●○
Intimidation ●●●●○
Insight ●●●●○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○○
Drive ●○○○○○
Leadership ○○○○○○
Security ○○○○○○
Stealth ●●●○○○
Survival ○○○○○○

KNOWLEDGES

Arena ○○○○○○
Computer ○○○○○○
Investigation ○○○○○○
Medicine ●○○○○○
Mysteries ●○○○○○
Style Lore ●●○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

Punch ●○○○○○
Kick ●●○○○○
Block ●○○○○○
Grab ○○○○○○
Athletics ●○○○○○
Focus ●●●○○○
Staff ●●●○○○

SPECIAL MANEUVERS

FIREBALL _____
FOOT SWEEP _____
STUNNING SHOUT _____
JUMP _____

Combos: BLOCK TO FOOT SWEEP

RENDOWN

Glory ●●●●○ ○○○○○○
 □□□□□ □□□□□
Honor ●○○○○○ ○○○○○○
 □□□□□ □□□□□

Division: FREESTYLE

Rank: 1

Standing

Wins 2 Losses 3
 Draws 1 KO's 1

CHI

●●●●○ ○○○○○○
 □□□□□ □□□□□

WILLPOWER

●●●●○ ○○○○○○
 □□□□□ □□□□□

HEALTH

●●●●○ ●●●●○
 □□□□□ □□□□□
 ○○○○○○ ○○○○○○
 □□□□□ □□□□□

EXPERIENCE

K.O.

Kalin Olench didn't always love to kick things, but it certainly seems to be his greatest joy. He began studying Thai Kickboxing in order to keep bigger boys from bullying him, and he took to it with a passion. It brought out a vicious streak even he didn't know he had, and he continues his Kickboxing today, both in the professional arenas and in the streets.

However, kicking is not K.O.'s first love. What most people do not know is that K.O., while appearing Thai, actually had an Irish mother. For his entire life K.O. has harbored a secret love for all things Irish and has a tattoo of the Emerald

Isle hidden on his body. No one else has ever seen it, but it is K.O.'s prize possession.

Appearance: Thin and wiry, K.O. appears far more Thai than Irish. He sports a thin black goatee and mustache, and wears tight clothes and black boots.

Playing K.O.: You are quiet but prone to bouts of extremely silly behavior. Your teammates have no way of knowing when you'll stick your head in their room, let loose with an ear-splitting, bone-chilling scream and then ask if everything is all right.

Quote: *The road to hell is paved with five-cent gumballs.*



STREET FIGHTER

Name: K.O.
Player:
Chronicle:

Style: THAI KICKBOXING
School: UNKNOWN
Stable: NONE

Team: WAR HOUSE
Concept: KID
Signature: WHOOP! (CHUGS A THAI ICED TEA)

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●○○○○
Interrogation ●○○○○
Intimidation ●○○○○
Insight ●●○○○
Streetwise ●●●○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●○○○
Drive ●●○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●●○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ●●○○○
Medicine ○○○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●○○○○
Kick ●●●○○
Block ●●○○○
Grab ●●○○○
Athletics ●●○○○
Focus ●○○○○

SPECIAL MANEUVERS

DOUBLE-HIT KICK _____
LIGHTNING LEG _____
KNEE BASHER _____

RENOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□
Honor
 ●○○○○○○○○○○
 □□□□□□□□□□

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●○○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○○
 □□□□□□□□□□

Combos: SHORT TO LIGHTNING LEG (DIZZY)

Division: FREESTYLE
Rank: 1

Standing

Wins: 3 **Losses:** 2
Draws: 1 **KOs:** 0

EXPERIENCE

ERIC THE RED SO FINE

Eric the Red So Fine is the most mysterious member of the War House and its most recent recruit. He just jumped in the ring one day, fighting alongside them. Although he was disqualified from the event, the War House immediately signed him on.

His skill in Kung Fu is undeniable, but none of the other members of the team know much about him. He has given them no reason to worry, however, and for now they are happy to have him by their sides.

Appearance: A tall, clean-shaven man with fierce red hair, Eric prefers loose, baggy clothes in all situations. His eyes seem to roam around, rarely fixing on one thing for more than a second.

Playing Eric: You say little but your eyes miss nothing. You have a way of appearing from the shadows that unnerves friends and enemies alike. You may not be the first to jump into a fight, but when you act, it is decisively.

Quote: [Inaudible whisper]



STREET FIGHTER

Name: ERIC THE RED SO FINE
Player:
Chronicle:

Style: KUNG FU
School: UNKNOWN
Stable: NONE

Team: WAR HOUSE
Concept: ENIGMA
Signature: BOWS

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●●●○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ●○○○○
Intimidation ●●○○○
Insight ●●○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●○○○○
Survival ●○○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ○○○○○
Mysteries ●●○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●○○○○
Kick ●○○○○
Block ●○○○○
Grab ●○○○○
Athletics ●○○○○
Focus ●○○○○

SPECIAL MANEUVERS

MONKEY GRAB PUNCH

DEFLECTING PUNCH

PUNCH DEFENSE

THROW

FLYING KNEE THRUST

Combos: FLYING KNEE THRUST TO
 ROUNDHOUSE (DIZZY)

RENOUN

Glory

●○○○○○○○○○○
 □□□□□□□□

Honor

●●○○○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: 1

Standing

Wins 2 Losses 0
 Draws 1 KOs 2

CHI

●●●●○○○○○○
 □□□□□□□□

WILLPOWER

●●●○○○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

JACK THE MECHANIC

The War House's inability to attract attention has worried Reba, who believes someone may be plotting against the team. She and the other members of the team recently pooled their resources to hire Jack the Mechanic, a former mob hitman who acts as the team's manager and promotor. So far he has mostly served as the team's driver, but Reba hopes he will be able to turn its fortunes around — or at least find out who is working against it.

Appearance: Since Jack never knows when things might get difficult, he tends to wear a jumpsuit

with the various tools of his trade in its many pockets. He is a short man with glasses whose unassuming looks belie his ability.

Playing Jack: You always know what you're doing — even on those rare occasions when you don't. You've discovered that making people believe in you is as important as actually being able to do what they want.

Quote: *I can take care of that for you.*



STREET FIGHTER

Name: JACK THE MECHANIC **Style:** NONE
Player: **School:** LIFE
Chronicle: **Stable:** NONE

Team: WAR HOUSE
Concept: JACK-OF-ALL-TRADES
Signature: HANDS IN POCKETS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●●
Stamina ●●●●●

SOCIAL

Charisma ●●●●●
Manipulation ●●●●●
Appearance ●●●●●

MENTAL

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

ABILITIES

TALENTS

Alertness ●●●●●
Interrogation ●●●●●
Intimidation ○○○○○
Insight ●○○○○
Streetwise ●●●●●
Subterfuge ●●●●●

SKILLS

Blind Fighting ○○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ●○○○○
Investigation ●●○○○
Medicine ○○○○○
Mysteries ○○○○○
Style Lore ○○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●○○○○○
CONTACTS ●○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○
 ○○○○○○

TECHNIQUES

Punch ●○○○○○
Kick ●○○○○○
Block ●●○○○○
Grab ●○○○○○
Athletics ○○○○○○
Focus ○○○○○○

SPECIAL MANEUVERS

RENDOWN

Glory
 ○○○○○○○○○○○
 □□□□□□□□□□

Honor
 ○○○○○○○○○○○
 □□□□□□□□□□

Division: N/A
Rank: _____

Standing

Wins _____ **Losses** _____
Draws _____ **KOs** _____

CHI

●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

THE BLACK MARKETEERS

Street Fighting Team

Division: Freestyle

History

Shadoloo has long realized the value of Street Fighting, and the Black Marketeers are one attempt to take advantage of the sport. These three Fighters have proven effective in the arena, but their true value lies outside of it. While they are not officially part of Shadoloo, they all owe the organization and do its bidding. They use the cover of Street Fighting to smuggle goods, carry out Shadoloo attacks, and generally harass Shadoloo's enemies. Winning in the arena is secondary to winning out of it.

MEMBERS

Alias	Real Name	Style	Rank	Notes
Wesley Adams		Spanish Ninjitsu	3	Leader
Bluegrass	Ken Paducah	Sumo Wrestling	2	
The Failer	Freddy Earther	Boxing	2	

WESLEY ADAMS (CYNDI BELL)

When Shadoloo caught the traitor Wesley Adams, the beautiful Spanish Ninja believed his former bosses were going to kill him; instead they had a much worse fate in store for the young man. As a subject for Shadoloo's brain transference experiments, Adams found himself strapped to a table opposite a 13-year-old girl. The next thing he knew, he was looking at the world through her eyes, and she had taken over his body.

Now Cyndi Bell inhabits Wesley's body and Wesley has gone mad, locked in an asylum for insane children. Not wanting to waste its resources, Shadoloo taught Cyndi how to use Wesley's body to best effect, and she has become an even more effective and remorseless killer than the young man ever was. She is the *de facto* leader of the Black Marketeers, but only because the other members have no idea that Wesley Adams is really a young girl.



Appearance: Wesley is a beautiful young man with shoulder-length, auburn hair and classical features. He carries his rapier with him whenever he expects danger.

Playing Wesley: You have learned how to masquerade as a grown man, and tend to be even more cunning than Wesley ever was, but you are still a young girl. You can be frustrated easily and tend to look for the easy way out of everything. Still, with your conniving ways and Wesley's physical abilities, you are a dangerous opponent.

Quote: *Who dares oppose my might? My rapier has tasted the blood of stronger men than you. Don't you like me?*

STREET FIGHTER

Name: WESLEY ADAMS

Player:
Chronicle:
Style: SPANISH NINJITSU

School: VEGA

Stable: SHADOLOO

Team: BLACK MARKETEERS

Concept: BRAIN TRANSPLANT

Signature: CLAPS HANDS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
 Dexterity ●●●●○
 Stamina ●●●●○

SOCIAL

Charisma ●●●●○
 Manipulation ●●●●○
 Appearance ●●●●○

MENTAL

Perception ●●●●○
 Intelligence ●●●●○
 Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●●○
 Interrogation ○●●●○
 Intimidation ●●●●○
 Insight ●●●●○
 Streetwise ●●●●○
 Subterfuge ○●●●○

SKILLS

Blind Fighting ●●●●○
 Drive ●●●●○
 Leadership ●●●●○
 Security ○●●●○
 Stealth ●●●●○
 Survival ○●●●○

KNOWLEDGES

Arena ●●●●○
 Computer ●●●●○
 Investigation ●●●●○
 Medicine ●●●●○
 Mysteries ●●●●○
 Style Lore ●●●●○

ADVANTAGES

BACKGROUNDS

RESOURCES ●●●●○
 CONTACTS ●●●●○
 ○●●●○
 ○●●●○
 ○●●●○
 ○●●●○
 ○●●●○
 ○●●●○

TECHNIQUES

Punch ●●●●○
 Kick ●●●●○
 Block ●●●●○
 Grab ●●●●○
 Athletics ●●●●○
 Focus ●●●●○
 Rapier ●●●●○

SPECIAL MANEUVERS

JUMP _____
 SLIDE KICK _____
 BACKFLIP KICK _____
 SUPLEX _____
 WALL SPRING _____
 DIVING HAWK _____

RENOUN

Glory
 ●●●●●○●●●○
 □□□□□□□□
 Honor
 ●○●○●○●○●○
 □□□□□□□□

Division: FREESTYLE

Rank: 3

Standing

Wins 7 Losses 3
 Draws 2 KO's 2

CHI

●●○●○●○●○●○
 □□□□□□□□

WILLPOWER

●●●●●●●○●○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ○○●○○○●○○○
 □□□□□□□□

EXPERIENCE

KEN "BLUEGRASS" PADUCAH

Raised in Western Kentucky on a diet of sour mash and horse meat, Bluegrass grew big and strong — and then kept growing. By the time he graduated from high school, his parents decided it was time for the young man to become a Sumo Wrestler. Bluegrass, however, was not so sure.

Worried about what he was doing, and especially scared by stories he had heard about Japanese xenophobia, Bluegrass sought help from the wrong source: Shadoloo. A local crime boss promised to take care of everything for the young man and, sure enough, Bluegrass found the Japanese as friendly and polite as anyone from Kentucky. Of course, the crime boss had done nothing — Bluegrass never had anything to fear. Still, the crime boss felt there was no reason

for Bluegrass to know this, and the young sumo is now repaying his "favor."

Appearance: Bluegrass is extremely well-groomed despite his size. With black hair and sideburns, he cuts an imposing figure, but usually has a smile which will disarm all but the most suspicious.

Playing Bluegrass: You have no desire to hurt anybody or do wrong, but you feel you have no choice. You do your best for Shadoloo because you really know no other way to do things, but your heart just isn't in it.

All you really want to do — not that you'd shared this dream with your colleagues — is return to Kentucky and open a tanning salon.

Quote: *Aw shucks.*



STREET FIGHTER

Name: BLUEGRASS
Player:
Chronicle:

Style: SUMO WRESTLING
School: UNKNOWN
Stable: NONE

Team: BLACK MARKETEERS
Concept: BIG GUY
Signature: PUTS HANDS ON HIPS

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●○
Stamina ●●●●○

SOCIAL

Charisma ●●●●○
Manipulation ●●●●○
Appearance ●●●●○

MENTAL

Perception ●●●●○
Intelligence ●●●●○
Wits ●●●●○

ABILITIES

TALENTS

Alertness ○○○○○
Interrogation ○○○○○
Intimidation ●●●○○
Insight ●●○○○
Streetwise ●○○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●○○○○
Drive ●○○○○
Leadership ○○○○○
Security ●○○○○
Stealth ●○○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ●●○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ●○○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●●○○○
CONTACTS ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●○○○
Kick ●●○○○
Block ●●○○○
Grab ●●○○○
Athletics ●●○○○
Focus ●○○○○

SPECIAL MANEUVERS

HEAD BUTT _____
 JUMP _____
 FOOT SWEEP _____
 KNEE BASHER _____
 AIR SMASH _____
 FLYING HEAD BUTT _____

REOWN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□
Honor
 ●●○○○○○○○○○○
 □□□□□□□□□□

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ●●○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

Division: FREESTYLE
Rank: 2

Standing

Wins 6 Losses 2
 Draws 1 KO's 0

FREDDY "THE FLAILER" EARTHER

Freddy Earther never was as good a boxer as he thought he should be. He trained and trained, practiced and practiced, but there was always someone better than him. No matter how much he fought, he never seemed able to unseat the champions.

In a fit of desperation, Freddy sought out a local pusher who had once approached him about buying some steroids. Freddy added these chemicals to his work-out routine, and in no time at all began to feel bigger and stronger. What he did not realize in his euphoria was that these were no normal steroids but an experimental Shadoloo concoction.

In his very next fight Freddy went wild. He couldn't stop himself and

pounded his opponent mercilessly. When the referee tried to intervene, Freddy pounded on the ref. By the time it was over, Freddy had killed two men, hospitalized two others, and been dubbed the Flailer. The only haven he could find was Shadoloo, and he has worked for it ever since.

Appearance: Once extremely athletic in appearance, the steroids have begun to really affect his looks. Odd parts have begun to grow, and the Flailer now lives in fear of becoming an ugly, deformed bulk.

Playing the Flailer: You try to stay out of trouble, but just can't help getting into it. Somehow a fight will start, and you just won't be able to pull yourself away from it.

Quote: *Don't make me angry. You wouldn't like me when I'm ...*
[POW]



STREET FIGHTER

Name: THE FLAILER

Player:
Chronicle:
Style: BOXING

School: UNKNOWN

Stable: NONE

Team: BLACK MARKEETEERS

Concept: HOMICIDAL CREATURE

Signature: BELLOWS

ATTRIBUTES

PHYSICAL

Strength ●●●●○
 Dexterity ●●●●○
 Stamina ●●●●○

SOCIAL

Charisma ●●○○○
 Manipulation ●●○○○
 Appearance ●○○○○

MENTAL

Perception ●●○○○
 Intelligence ●●○○○
 Wits ●●○○○

ABILITIES

TALENTS

Alertness ○○○○○
 Interrogation ○○○○○
 Intimidation ●●●●●
 Insight ○○○○○
 Streetwise ●●●○○
 Subterfuge ●●○○○

SKILLS

Blind Fighting ●○○○○
 Drive ●●○○○
 Leadership ○○○○○
 Security ●●○○○
 Stealth ●●○○○
 Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
 Computer ○○○○○
 Investigation ○○○○○
 Medicine ●○○○○
 Mysteries ●○○○○
 Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

CONTACTS ●●●○○
 RESOURCES ●●○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●○○○
 Kick ○○○○○
 Block ●●○○○
 Grab ○○○○○
 Athletics ●●○○○
 Focus ○○○○○

SPECIAL MANEUVERS

FIST SWEEP _____

DASHING PUNCH _____

JUMP _____

JUMPING SHOULDER BUTT _____

BUFFALO PUNCH _____

Combos: JAB TO FIST SWEEP TO

BUFFALO PUNCH (DIZZY) _____

RENOUN

Glory

●●●●○○○○○○
 □□□□□□□□

Honor

○○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE

Rank: 2

Standing

Wins 8 Losses 1

Draws 1 KOs 8

CHI

●○○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

THREE RING CARNAGE

Street Fighting Team

Division: Freestyle

History

Many of the Street Fighters in this international medley originally hailed from the circus, and as a team it retains a festive circus atmosphere: high-flying acrobats, colorful and gaudy costumes, and a flair for showmanship — in addition to a rather violent streak — mark Three Ring Carnage's appearance and performance in the Street Fighting circuit. Three Ring Carnage's owners and managers realized how popular such "circus Street Fighting" could be, so they scoured the world looking for potential Street Fighters. They were more than pleased with what they found. Even when their Fighters lose, Three Ring Carnage packs the crowds in thanks to their spectacular staging.

MEMBERS

Alias	Real Name	Style	Rank
Rosie Cielo Ponce		Capoeira	3
Tick & Tock	Usman and Momin	Shotokan Karate	3
Vanda Pegazzani		Tai Chi Chuan	3

ROSIE

Rosie is so named because of the crimson blood she spills when in the ring. As an acrobat, she flies through the air — with the greatest of ease, of course — and rarely misses her target, having learned the hard way that fifty feet is a long way to fall, even with a safety net below.

Rosie was born Cielo Ponce in Panama City, Panama, to a circus family. As a child, she began combining her training in Capoeira with acrobatics, producing stunning, dancelike flips and acrobatics. She was the first member of her family to make the cut to being an international circus star in her own right. However, she never forgot her roots and left her prosperous career when her family needed her to help their failing act. Returning to this lifestyle was not easy for her; in fact, it was downright dull. On a lark, she turned to Street Fighting, and found herself so successful that she can now travel the

world and send money to her parents, satisfying both her needs and her family's.

Appearance: Rosie has dark, beautiful olive skin. She isn't afraid to use her good looks to trick an enemy into being careless. She wears the glittering leotard of a star acrobat — all the better for her opponent to know what hit him.

Playing Rosie: You're cunning, a fact most people overlook in the face of your beauty. More than anything, you like the adrenaline rush you get when you step into the arena. You are used to trusting a partner to catch you, so you are a good team player.

Quote: *Si vienas por esta puerta, te mato. (If you come through that door, I will kill you.)*



STREET FIGHTER

Name: ROSIE
Player:
Chronicle:

Style: CAPOEIRA
School: UNKNOWN
Stable: NONE

Team: THREE-RING CARNAGE
Concept: ACROBAT
Signature: CARTWHEEL

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●○○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●○○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●○○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●○○○○
Streetwise ●●○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●○○○○○
Drive ●●○○○
Leadership ●○○○○
Security ○○○○○
Stealth ●●○○○
Survival ○○○○○

KNOWLEDGES

Arena ●●○○○
Computer ○○○○○
Investigation ●○○○○
Medicine ○○○○○
Mysteries ●○○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

FAME ●○○○○○
RESOURCES ●●○○○
STAFF ●●○○○
MANAGER ●●○○○
BACKING ●○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●○○○○○
Kick ●●●○○○
Block ●●○○○
Grab ●●○○○
Athletics ●●○○○
Focus ●○○○○○

SPECIAL MANEUVERS

BACKFLIP KICK
 DOUBLE-HIT KNEE
 FORWARD FLIP KNEE
 HANDSTAND KICK

RENOUN

Glory
 ●●○○○○○○○○○○
 □□□□□□□□□□

Honor
 ●●○○○○○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 3

Standing

Wins 6 Losses 3
 Draws 1 KOs 2

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

Tick & Tock

Usman and Momin are twin brothers from Islamabad, Pakistan. With the psychic link that only twins can feel, they juggle anything, anywhere — a skill developed while selling mangoes in the marketplace. It seemed natural for them to move from juggling fruit to juggling weapons. With a traveling circus coming through town, and a bad harvest pending, they threw caution to the wind and joined the show.

Appearance: Both tall and sinewy with identical black ponytails and piercing eyes, the brothers' concentration is

obvious whether they are spinning blades in the air or spinning a backfist into an opponent's larynx.

Playing Tick & Tock: Although technically you are two people, you act so in synch that others think of you as one entity — one to be reckoned with. You use flashy moves to distract your opponent while your brother bludgeons him to death.

Quote: *Am k'dam kyaal heng? (What is the price of mangoes?)*



STREET FIGHTER

Name: TICK & TOCK**Player:****Chronicle:****Style:** SHOTOKAN KARATE**School:** UNKNOWN**Stable:** NONE**Team:** THREE-RING CARNAGE**Concept:** TWIN JUGGLERS**Signature:** AXE JUGGLING OVER
FALLEN OPPONENT

ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●●●
Stamina ●●○○○

SOCIAL

Charisma ●●●○○
Manipulation ●●○○○
Appearance ●●●○○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●●○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ○○○○○
Intimidation ○○○○○
Insight ●●●○○
Streetwise ●●●○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●●○○○○
Drive ●●○○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●○○○○
Survival ○○○○○

KNOWLEDGES

Arena ○○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ●●○○○
Style Lore ●○○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●●○○○○
STAFF ●●○○○○
MANAGER ●●●○○
BACKING ●●○○○○
 ○○○○○
 ○○○○○
 ○○○○○

TECHNIQUES

Punch ●●○○○○
Kick ●●○○○○
Block ●●●○○
Grab ●○○○○
Athletics ●●●○○
Focus ●○○○○
Thrown Weapons ●●●○○

SPECIAL MANEUVERS

SPINNING BACK FIST

TRIPLE STRIKE

KIPPUP

KICK DEFENSE

PUNCH DEFENSE

BACKFLIP KICK

Combos: BACKFLIP KICK TO THROWN
WEAPONS

RENOUN

Glory

●●○○○○○○○○
 □□□□□□□□

Honor

●○○○○○○○○○○
 □□□□□□□□

Division: FREESTYLE**Rank:** 3

Standing

Wins 5 Losses 5

Draws 0 KOs 0

CHI

●○○○○○○○○○○
 □□□□□□□□

WILLPOWER

●●●●●○○○○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□

○○○○○○○○○○
 □□□□□□□□

EXPERIENCE

VANDA

Vanda Pegazzani is a highwire walker from Cassino, Italy. She was born into a non-circus family, and her immense talent was discovered only when her mother found her walking the tall ruins of the monastery that overlooks the town. Subsequently, her parents pushed her into performing, seeking fame and riches for themselves. Although Vanda remains slightly bitter toward her parents, even she will admit that fighting is now her life, and that the balance and concentration she has developed through the years make her a foe who's sharper than the wire.

Her main drawback is speed. The many years of performing slowly and carefully above the ring have taken their toll, teaching her to act slowly and deliberately. However, Vanda performs well, and so the team is happy to have her aboard.

Vanda began studying Tai Chi to increase her balance and leg strength. After years of dedicated study, she moved into mastering the staff. Her staff is as deadly as her balancing rod is lifesaving.

Appearance: Vanda's stocky build belies her grace and balance, but there's no doubting her strength. She wears clothing with little ornamentation, as she believes her performance is more important than her appearance. Also, she does not want any superfluous items disrupting her sense of balance.

Playing Vanda: You are a steady, dependable fighter. You are somewhat aloof and do not make friends easily. However, you trust your team members with your life.

Quote: *Life is a delicate balance between my staff and the side of your head.*



STREET FIGHTER

Name: VANDA
Player:
Chronicle:

Style: TAI CHI CHUAN
School: UNKNOWN
Stable: NONE

Team: THREE-RING CARNAGE
Concept: HIGH WIRE ARTIST
Signature: POSES ON ONE FOOT

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●○○○

SOCIAL

Charisma ●●●○○
Manipulation ●●○○○
Appearance ●●○○○

MENTAL

Perception ●●●○○
Intelligence ●●○○○
Wits ●●○○○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ○○○○○
Intimidation ●●○○○
Insight ●●●○○
Streetwise ●○○○○
Subterfuge ○○○○○

SKILLS

Blind Fighting ●○○○○
Drive ●●○○○
Leadership ○○○○○
Security ○○○○○
Stealth ●●●○○
Survival ○○○○○

KNOWLEDGES

Arena ●○○○○
Computer ○○○○○
Investigation ○○○○○
Medicine ●○○○○
Mysteries ●○○○○
Style Lore ●●○○○

ADVANTAGES

BACKGROUNDS

RESOURCES ●●●○○
STAFF ●●●○○
MANAGER ●●●○○
BACKING ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●○○○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○
Focus ●○○○○
Staff ●●●○○

SPECIAL MANEUVERS

GRAPPLING DEFENSE

KNEE BASHER

BACK ROLL THROW

THIGH PRESS

FOOT SWEEP

REOWN

Glory
 ●○○○○○○○○○○○○
 □□□□□□□□□□

Honor
 ●●○○○○○○○○○○
 □□□□□□□□□□

Division: FREESTYLE

Rank: 3

Standing

Wins 6 Losses 3
 Draws 1 KOs 2

CHI

●●○○○○○○○○○○
 □□□□□□□□□□

WILLPOWER

●●●●○○○○○○○○
 □□□□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□□□
 ○○○○○○○○○○○
 □□□□□□□□□□

EXPERIENCE

RAGTAG

Rock Group and Trouble-Magnet

History

Look out, world! When Ragtag is in town, lock the doors, put away the breakables and bolt the tables down, 'cause their dual lead guitarists, "Gonzo" Bob Hellstrom and Donna "Cyclone" Garetli, will soon be out and about, looking for thrills and getting into trouble.

Gonzo and Cyclone aren't bad folks, really — just a bit high-strung and adventurous, with a taste for adrenaline and a blatant disregard for property. Ragtag is so successful that the two stars just break out their checkbooks whenever things get trashed. It's a miracle that they haven't been locked up or taken down for good! Some cities have banned Ragtag from performing, but the majority of the world is eager to see the hardest-touring band in show business. Their boundless energy, passionate groove, and high-intensity thunder move discs and sell out venues from Sydney to Los Angeles. Although the psycho twins aren't Street Fighters themselves, it's a good bet that if they're gigging in town during a match, Gonzo and the Cyclone will be crossing paths with the scrappers one way or another...

Ragtag's sound is solid, irrepressible rock: hard-driving party stuff with a rebellious streak that mirrors the lives of its fast-living guitar team. While the other three members confine their antics to the stage, Bob and Donna tackle every hot spot, party, or daredevil challenge they can find — skiing, hunting, mountain-climbing, surfing, jamming, brawling, carousing, skydiving, or whatever else catches their fancy. It's said that Interpol has used them on missions (as decoys, most likely!), that they've broken up smuggling rings, brought down crime lords, battled wild animals single-handedly... the list goes on, especially when they're the ones doing the tale-telling. They know of the circuit, though, and they're itching to try their luck in the ring.

Aren't you glad you're not paying their insurance premiums?

Compared to the so-called Thunder Twins, the rest of Ragtag is a pretty sedate bunch. Mike Summers, the bass player, is the oldest and most laid-back member. He coordinates most of the band's offstage activity and worries that his friends' thrill-seeking will get them badly hurt some day. A tall African-American guy in his late twenties, Mike's soft voice accents his lanky build and cool demeanor.

Johnny Pyro is short and intense, restlessly drumming his fingers in complex rhythms when away from his drums. The band's youngest member is shy face-to-face, and rarely speaks above a mumble. You'd never know he was the man behind Ragtag's wall of sound unless you saw him onstage. Then Pyro lets loose, screaming himself hoarse and battering his drums into submission. When the show's over, he quickly retreats to the dressing room. The others say he has a girlfriend, but the press has never seen her. Johnny likes it that way.

Thelma Saint-Germain is openly friendly and enthusiastic. Behind her keyboards, she smiles constantly and sways like a serpent. The press loves Thelma, and favors her for interviews. Her pleasant cuteness pales beside her "sister's" wolfish appeal, but she doesn't seem to mind. Thelma is flirtatious and unattached, but holds her deeper feelings in reserve. Street Fighting, if she saw it, would appall her. Reddish bangs tumble across her brown eyes, and daily jogging keeps her in trim, if average, condition.

STORY IDEAS FOR GONZO AND CYCLONE

This pair of troublemakers can work into an existing Street Fighter chronicle in several ways: they might befriend one or more player characters, interfere with a Fighter's revenge, foil a kidnapping or attempt a rescue, instigate a bar scrap, or blunder into the wrong place at the worst possible time — or at just the right moment to swing the fight in a player's favor. Gonzo and Cyclone are not evil, just reckless, but their selfishness causes real problems for anyone within blasting range. When things go wrong, they'll try to make good on their part of the problem — unless they're the ones who need saving! Whatever part they play, these two make good continuing characters, popping up where least wanted or expected.

GONZO BOB HELLSTROM

Hyperactive? That pretty much summed up Bob's childhood. If there was a tree all the other kids were afraid to climb, a grumpy neighbor everyone else was scared to annoy, or a lunchtime concoction no other kid would try, odds were that Gonzo Bob would take it on just for giggles. His pranks (usually aimed at teachers) got him kicked out of three schools before his cousin turned him on to the guitar at age ten. By 15, Bob had mastered the instrument and coppedicks from Alex Lifeson, Ace Frehley and Eddie Van Halen. By 16, he had his first band, girls by the carload, and an attitude problem.

His drummer's death from heroin sobered Bob up a bit. Never a big fan of drugs in the first place, he swore off them for life when his band fell apart. His close friendship with Donna soon taught him to respect her gender a bit more than he had before, and his old pal Mike, who helped found Ragtag, let some of the hot air out of Bob's ego with his down-to-earth professionalism. Still, death's specter haunted Bob, fueling his lust for life. When the Reaper finally came for him, Bob often said, he wanted to be able to spit in his face and go to the grave satisfied that he had done all that a man could do. Seeking bigger and bigger thrills, he took up daredevil sports, surviving through sheer luck and carefree abandon.

It became Bob's game to laugh at death; most of the songs he wrote combined humor, defiance and morbid imagery, and he tackled everything with the wild grim smile that became his trademark. Fortunately, Ragtag soon scored a record deal; when Cyclone jumped on board, their video went into heavy rotation on the Headbanger's Bash and Gonzo got both the cash and the company to indulge his thirst for adventure.

Gonzo's skills come from a lifetime of daring. He learned most of them the hard way, especially his patchwork fighting style. Although he knows enough to get by, Gonzo isn't stupid: he won't climb in a ring without learning the moves of a real Street Fighter. He'll offer a lot of money (or guitar lessons) to anyone who'll teach him, but he would be an infuriating student. Aside from his devotion to the guitar, Bob has very little discipline or foresight. He's a nice guy these days, if a bit arrogant, but refuses to take his actions seriously. Bassist Mike thinks that Bob has a death wish deep down, and wonders if the time he spends living it up with Cyclone is really a good idea. Mike might be right, but no one can talk much sense to Bob. Whatever he does, whether it be a guitar solo or a barehanded mountain-climb, he does for all it's worth.

Appearance: A lean-muscle guy in his mid-twenties, Gonzo Bob has wild brown hair, a short beard and a psychopathic grin, like a barbarian boy scout with dynamite in his pants. He tends to go shirtless when he can, and wears loose

swashbuckler shirts otherwise. His jeans are always ragged and his high-topped sneakers always appear scuffed. He goes barefoot a lot, and wears a biker jacket when it's cold or raining. In spite of his recklessness, Bob is friendly and fun, with a generous nature and a manic charisma.

Playing Gonzo Bob: Wheel Life is a game and you have all the best cards. Play them while you can... Your passion ignites your songs and seeps into everything you do. Although you rarely let it show, there is a sadness behind your fun, a

conviction that the Grim Reaper is waiting just around the corner for you. This propels you into restless frenzies, where nothing is important but feeling alive. You hate drugs after your friend's death, and pity drug users. They're just simulating the pleasures you know are real. Although you've had some nasty scrapes, you dislike killing even if some might say a person deserved it. Life is a gift; make others see it that way.

Quote: Hang on, guys, the brakes just went! Wahooo! I haven't had this much fun since those sharks chewed up my cage off the Barrier Reef last spring!



GONZO BOB HELLSTROM		RECKLESS		HIMSELF!													
Strength	●●○○○	Charisma	●●●○○	Perception	●●○○○												
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●○○○												
Stamina	●●●○○	Appearance	●●○○○	Wits	●●●○○												
<u>ALERTNESS</u> ●○○○○			<table><tr><td>JAB</td><td><u>4</u></td><td><u>2</u></td><td><u>2</u></td></tr><tr><td></td><td><u>2</u></td><td><u>4</u></td><td><u>2</u></td></tr><tr><td></td><td><u>1</u></td><td><u>6</u></td><td><u>1</u></td></tr></table>			JAB	<u>4</u>	<u>2</u>	<u>2</u>		<u>2</u>	<u>4</u>	<u>2</u>		<u>1</u>	<u>6</u>	<u>1</u>
JAB	<u>4</u>	<u>2</u>				<u>2</u>											
	<u>2</u>	<u>4</u>				<u>2</u>											
	<u>1</u>	<u>6</u>				<u>1</u>											
<u>STREETWISE</u> ●●●○○																	
<u>STEALTH</u> ●○○○○																	
<u>MUSIC</u> ●●●●○																	

CYCLONE GARETTI

"Tomboy" was an understatement; Donna Garetti out-fought, out-surfed, out-raced and out-dared every boy in her seaside Florida town. Like her future soul-mate, Donna was a hyperactive kid with a restless temper and an excess of adrenaline. She found a measure of discipline in dance classes and youth karate, but discovered her life's love in her brother's Stratocaster. After protesting for a week or so, he broke down and taught the girl guitar scales. She soon grew better than he ever would be, and he surrendered the instrument to her.

Rejecting acoustic "girl-stuff," Donna (dubbed "the Cyclone" by her brother) gravitated towards metal and surf-punk. She also encountered the darker side of the party scene, and would've gotten in over her head if it hadn't been for Ragtag and her friend Thelma Saint-Germaine. The latter, a longtime musician, got the teenaged hellion into a couple of open-mike performances, where she crossed paths with the trio, Ragtag.

Bob and Donna clashed at first sight. He hit on her; she punched him out. He criticized her drinking; she threw a beer in his face. He bragged about his guitar prowess; she bet him she could play better. They took the stage with Mike, John, and Thelma playing back-up and began a guitar duel. It was love from that night on, and their "bet-you-can't!" showdowns became the band's trademark.

The Cyclone had an edge to her that even Gonzzo could not blunt; she partied too much and soon got in trouble with the law. When Bob bailed her out, they went for a long drive and disappeared for a week. After they returned, she swore off drugs and soon joined the band. When Thelma finished the line-up, a manager friend of hers sponsored a demo tape. Ragtag soon had a contract and the aggressive chemistry of the dueling guitarists created a sensation on music video channels. Donna's feral fury won her worldwide attention and the Cyclone became a household word.

Fame hasn't chilled her out a bit; with the cash from their success, Donna and Bob have vowed to take on the world and win. Their manic drive now leads them into every tight situation they can find. Ever optimistic, Cyclone cheers Bob out of his occasional funks, and he reins in her explosive temper. Although she takes on the majority of Ragtag's singing duties, Donna channels her constant energy into music and karate. She discovered the Street Fighter underground about a year ago, and it's her dream to challenge — and defeat — every man in the sport. It's not likely, but everyone's gotta have a hobby...

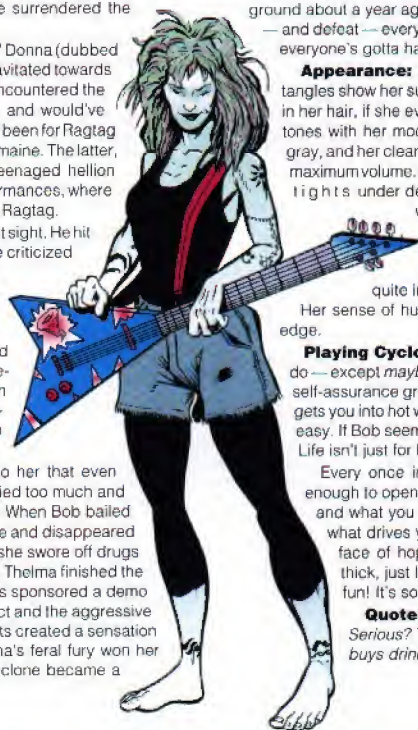
Appearance: Donna's deep tan and bleached tangles show her surfer roots. A comb might break off in her hair, if she ever used one! Her steely eyes shift tones with her mood, from happy green to tempest gray, and her clear voice seems perpetually turned to maximum volume. Cyclone Garetti favors black dance tights under denim cutoffs and goes barefooted whenever possible, even on stage.

She favors chain jewelry and sports several black tattoos on her arms and ankle, and can be quite intimidating when she wants to be. Her sense of humor, like her smile, has a wicked edge.

Playing Cyclone: You are the best at what you do — except *maybe* for your partner Bob! This cocky self-assurance grants you a cheerful arrogance that gets you into hot water, but nobody said that life was easy. If Bob seems *desperate*, you are *determined*. Life isn't just for living — it's for succeeding!

Every once in a while, you stop moving long enough to open your eyes to the rest of the world, and what you see depresses you. Maybe that's what drives you onward: an urge to spit in the face of hopelessness. When things get too thick, just laugh, crack a joke and find some fun! It's so much better than moping.

Quote: *That sounds like a dare to me... Serious? You're on! The first one to scream buys drinks, assuming we survive.*



CYCLONE GARETTI

DETERMINED

NO ONE

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

Charisma ●●●○○
Manipulation ●●●○○
Appearance ●●●○○

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●○○

ALERTNESS ●●●○○
STREETWISE ●●●○○
STEALTH ●●●○○
MUSIC ●●●○○

JAB	5	2	2
	3	4	2
	2	6	1

Chapter 3:

SUPPORTING CAST

Get outta here!

— Guile, to a pushy TV cameraman

Don't assume that the characters of a **Street Fighter** chronicle should be limited to exclusively Street Fighters. Any chronicle that takes characters outside the ring, however briefly, will have to develop a supporting cast of non-Street Fighters. Even if your Street Fighters never leave the arena or the tournament setting, there is still a host of personalities that can be found on the circuit, from photographers to massage therapists.

Likewise, you should not assume that anyone who is not a Street Fighter can't have a dramatic effect on a Street Fighter's life. Even the World Warriors have to interact with common folk, and a Handstand Kick will only go so far when dealing with a curmudgeonly bank manager. Some of the characters introduced in this chapter can be particularly bothersome; even if they don't directly threaten Street Fighters, some of them can cause a world of trouble for them! You also never know where a helping hand can come from.

JASON BEST GROUPIE

He's memorized the life history of every World Warrior. He knows more about styles than most Street Fighters learn in a lifetime. He can tell you who won every tournament in the last five years. He's Jason Best, Street Fighter groupie extraordinaire.

Jason travels the world, using every spare penny to watch Street Fighting, relying on his trust fund and rich uncle who really doesn't want to deal with him. After Jason graduated from high school, he decided to take off and follow the Street Fighting circuit. He's up to three years and counting.

Jason's not alone. There are a large number of fans who follow their favorite Street Fighters, especially the World Warriors, to every single tournament. Jason's just a bit more ardent than most. He tries to collect souvenirs and autographs from every Street Fighter. He has a towel that Balrog used, one of Chun Li's bracelets, and even a bit of Blanka fur. He'll go out of the way to meet a Street Fighter that he likes, and he'll probably invite a few friends along from the screaming masses. In the past, Jason's slowed himself away in a team bus, paid a Fighter to have dinner with him, and even dressed up in

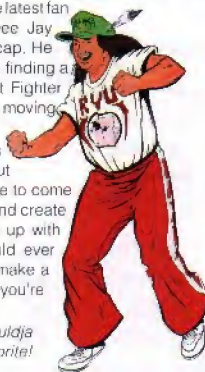
flowing robes and spandex so he could sneak into a locker room with a camera.

Almost all of the security and staff people at the arenas know Jason. They chat with him, and Jason picks up a lot of misinformation — and some valuable tidbits. He freely shares his information with Street Fighters he likes.

Appearance: Jason is slightly overweight, and he has long hair. He often dresses in the latest fan garb, such as Ryu t-shirts, Dee Jay pants, and a Blanka baseball cap. He dreams about getting in shape, finding a Sensei and becoming a Street Fighter himself, but his dream keeps moving farther away from reality.

Playing Jason: Besides knowing all there is to know about various Street Fighters, you love to come up with names for contenders and create chants about them. You come up with great slogans, and if you could ever harness your creativity, you'd make a great publicist. For now, though, you're just a goob.

Quote: Hey wait, Guile, wouldja sign this for me?! You're my favorite!



MARCIE CALAHAN

FIGHT MANAGER

Don't tell Marcie that women don't belong in the ring: she was a professional wrestler until a back injury sidelined her five years ago. Now she helps young Street Fighters pick up where she left off — with a better manager, she swears, than she ever had!

Marcie is tough but protective with the Fighters in her stable. She won't pull up with any garbage from her brood, but won't let anyone take advantage of them either. Marcie has a soft heart but a sharp tongue: her extensive vocabulary of curses astonishes the most seasoned fight veteran. From her childhood in a rural Irish village, Calahan has battled sexism in- and outside of the ring. She prefers training up-and-coming Fighters — "Ones who's hungry and haven't an attitude" — to seasoned veterans with ego problems and adoring fans. Though she would never admit it, Marcie substitutes her stable for the children she never had, and sometimes treats them accordingly.

Calahan knows all the tricks and most of the traps: the bribes, the scores, the stages, the deals and the players. She's been around the world more times than she can remember and knows the ins and outs of every town she's ever visited.

Marcie speaks French, German, Russian, Cantonese, Bantu, Gaelic and Japanese without much trouble and has plenty of friends in low places. She's a five-point manager to a "T" and worth every point spent.

Appearance: Marcie Calahan is a broad-shouldered woman in her early forties. Her short brown hair frames handsome features made even more attractive with age. She speaks plainly and honestly, with a slight Irish accent and wears slacks and jacket when doing business, jeans and sweatshirts otherwise.

Playing Marcie: You really only want what's best for your kids — whether they know it or not. Be direct and don't take any trash. You can and do pal around with your stable when the heat is off, but when it's time to work, you're all business. Your back still hurts on bad days. You try not to let it show, but that's not always possible.

Quote: *Use that kind of language at me again and you'll be lookin' for your next meal without teeth.*



DR. LAO

TAOIST MASTER

Nobody is entirely clear on who Dr. Lao actually is. He appears to be a Chinese man of late-middle-age who lives in a small apartment in Chinatown. He sells herbal remedies and tells fortunes to make his living, and is considered by many of the inhabitants of Chinatown to be a great community leader, although he never tells anyone what to do or how to act.

Dr. Lao seems to know a great deal about world history in general, and Chinese history in particular. He tells stories of the great deeds of ancient heroes as if he actually witnessed the event, and knows all kinds of esoteric details. When asked how he knows so much, he merely responds, "I watch. I listen."

There are almost no official records on him at all: he has no immigration papers, no driver's license, and no social security number. He conducts all of his transactions in cash or barter — he pays for his apartment by keeping the building clean and providing free medicine for the landlady and her family.

Every once in a great while, some punk will try to shake him down or mug him. The punk invariably ends up on the ground, nursing a sprained joint or worse, as Dr. Lao pinches her ear sharply and scolds her for not respecting her elders. Many people have gone to Dr. Lao asking him to teach them some of his secrets. Most of these requests are politely refused, but every once in a while he will agree to pass on a small tidbit or two.

Appearance: Dr. Lao is a smallish, middle-aged, slightly portly Chinese man. He generally has a slightly amused look on his face, as if remembering a private joke or a pleasant tune. He appears a bit disheveled, and his clothes usually look as if they've been slept in. His eyes are dark and deep — there are lifetimes upon lifetimes of wrinkles all around them — and when he chooses for them to be, they can be imposing, almost hypnotic.

Playing Dr. Lao: You are kind and gentle, and love to help those around you. You are also very old — much older than you appear. Your knowledge of the Tao and the proper medicines and exercises to

keep your Chi flowing correctly have kept you young. Even though you live in an urban environment, you love nature, and you keep an herbal garden on the roof of the building you live in. You don't like to show off, and you don't tell people of the things you can do. If you are ever attacked, you generally prefer to use the special maneuvers that require the least movement, such as the Chi Push, because you don't like to make a spectacle of yourself by jumping all over the room.

Quote: *What is the ability to shatter stone compared with the ability to create a single flower? There is more power in a small seed than in a hundred bulldozers.*



STREET FIGHTER

Name: DR. LAO
Player:
Chronicle:

Style: TAI CHI CHUAN
School: UNKNOWN
Stable:

Team:
Concept: INSCRUTABLE MASTER
Signature: STANDS STILL

ATTRIBUTES

PHYSICAL

Strength ●●●●●
Dexterity ●●●●●
Stamina ●●●●●

SOCIAL

Charisma ●●●●○
Manipulation ●●●○○
Appearance ●●○○○

MENTAL

Perception ●●●●●
Intelligence ●●●●●
Wits ●●●●●

ABILITIES

TALENTS

Alertness ●●●●○
Interrogation ●●●●○
Intimidation ●●●●○
Insight ●●●●●
Streetwise ●●●○○
Subterfuge ●●○○○

SKILLS

Blind Fighting ●●●●●
Drive ○○○○○
Leadership ●●●●●
Security ●●○○○
Stealth ●●●○○
Survival ●●●●●

KNOWLEDGES

Arena ●●●○○
Computer ○○○○○
Investigation ●●●●○
Medicine ●●●●●
Mysteries ●●●●●
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

ALLIES ●●●○○
CONTACTS ●●●○○
RESOURCES ●●●○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○
 _____ ○○○○○

TECHNIQUES

Punch ●●●●●
Kick ●●●○○○
Block ●●●●●
Grab ●●●●●
Athletics ●●●●○
Focus ●●●●●

SPECIAL MANEUVERS

Combos: _____

REOWN

Glory
 ●●●●○○○○○○
 □□□□□□□□

Honor
 ●●●●○○○○○○
 □□□□□□□□

Division: _____

Rank: _____

Standing

Wins _____ Losses _____

Draws _____ KOs _____

CHI

●●●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●○○
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□

●●●●●●○○○○
 □□□□□□□□

EXPERIENCE

THE GREEN NINJA

When Kathy Bryan's parents enrolled her in Karate when she was six, they had no idea what she would later become — Sai, the Green Ninja, avenger of the oppressed.

The classic ugly duckling, Kathy had glasses and too many thoughts for her own good. The other kids teased her to tears, calling her "Geeky" and "Chicken Face." To give her an outlet and build her self-esteem, Kathy's parents introduced her to Master Feng, who taught a small but select class of children Karate.

Master Feng taught Kathy a lot more than fancy moves; he instilled in her honor and a fascination with nature. In the winds, trees and waters, she saw patterns of delicate balance. By attuning herself to those patterns, she found she could escape her mundane peers and teachers for a while. Naturally shy, Kathy preferred solitude to the company of others. In forest hideaways, she gorged herself on the exploits of King Arthur, the Forty-Seven Ronin and Wonder Woman. Their grand adventures seemed so much more important than the endless routine of school and social interaction. She continued her classes and grew into a quietly graceful young woman who avoided her classmates even when they noticed her transformation from ugly duckling to gazelle.

Then developers bulldozed the forest.

Kathy was enraged when she viewed the devastation; she swore an oath to humiliate the vandals who destroyed her hideaway. Using her skills of silence and misdirection, Kathy crippled the tractors, scuttled the site offices and traced the developers' phone lines. When she uncovered a host of illegal practices — toxic waste dumping, bribery, and political favor-buying — she passed the information on to environmental groups and the press. Heads rolled, but the forest stayed dead. All her efforts hadn't saved her refuge. But with the lessons she'd learned and the examples of her idols, Kathy found destiny and a purpose — the protection of the wilderness.

It wasn't nearly as easy as she's hoped. One woman, regardless of her skills, could only do so much, and many of her tactics were illegal. One night, a shadow accosted her

outside a dump. "Would you learn the secret Nin-Do," it asked, "and assume your mantle as Protector?" Despite her misgivings, Kathy said yes, and followed the shadow to a grove of ancient willows. As the night breeze rustled the fronds, the Fellowship of Nin took her in and trained her in their ways.

Only afterward did she learn that Master Feng was leader of these modern knights, and that he had been grooming her for a decade.

Her job involved just nature. The Fellowship formed to trodden inno-
liveliness
them

protecting more than lowship of Nin had safeguard the down-
cents, who felt their ripped out from under by men with too much greed and too much power. Since protecting the innocent is an endless task, each of the nine Knights of the Nin chooses a specialty weapon and, a protectorate.

Kathy chose the sai, which disarm quickly without killing, and the woods, which had sheltered her in her childhood. Although she knows that her task is beyond doing, the magnitude of it assures her that she will never seek a purpose.

Appearance: Kathy is a thin woman in her early twenties, with medium-brown hair worn straight and long. Although she has contact lenses for Ninja work, Kathy still favors glasses when reading or spending time alone. She seems attractive in a shy sort of way, and her grace and strength are only apparent when she strikes. Books and a hardwood walking stick are her constant companions, and she favors form-fitting leggings under loose blouses and colorful vests.

Sai's nightsuit is deep green and fits snugly. The sais she has chosen hang in a sash at her waist, and her sleeves are filled with smoke bombs, tiny tools, recording devices, and other tricks of the trade.

Playing

Sai: You are the silent breeze that blows down the fortress, the quick strike that freezes the tongue and punctures the courage of the wicked. In other words, you are a mystic who loves flowery metaphors and kicks butt in a quiet sort of way. People you could live without, but the forests are sacred to you. You are mysterious and alone. When you *must* work with others, be aloof and cryptic, and try to instill some respect for the forest in them.

Quote: *Only with chaos in your heart can you see the ordered forms that surround you. Laugh if you want, but I know secrets you can only guess at.*



STREET FIGHTER

Name: SAI
Player:
Chronicle:

Style: NINJITSU
School: MASTER FENG
Stable: KNIGHTS OF THE NIN

Team: NONE
Concept: MASKED PROTECTOR
Signature: SILENCE

ATTRIBUTES

PHYSICAL

Strength ●●●○○
Dexterity ●●●○○
Stamina ●●●○○

SOCIAL

Charisma ●●●○○
Manipulation ●●○○○
Appearance ●●●○○

MENTAL

Perception ●●●●○
Intelligence ●●●●●
Wits ●●●●○

ABILITIES

TALENTS

Alertness ●●●○○
Interrogation ●○○○○
Intimidation ●○○○○
Insight ●●●○○
Streetwise ●○○○○
Subterfuge ●○○○○

SKILLS

Blind Fighting ●●●○○
Drive ●○○○○
Leadership ●●○○○
Security ●●○○○
Stealth ●●●○○
Survival ○○○○○

KNOWLEDGES

Arena ○○○○○
Computer ●○○○○
Investigation ●●●○○
Medicine ●○○○○
Mysteries ●●●○○
Style Lore ●●●○○

ADVANTAGES

BACKGROUNDS

MENTOR ●●●○○
ALLIES ●●●○○
RESOURCES ●●●○○
CONTACTS ●●●○○
○○○○○
○○○○○
○○○○○

TECHNIQUES

Punch ●●●○○
Kick ●●●○○
Block ●●●○○
Grab ●●●○○
Athletics ●●●○○○
Focus ●●●○○
Sai ●●●○○

SPECIAL MANEUVERS

POWER UPPERCUT
SPINNING BACK FIST
TRIPLE STRIKE
BACKFLIP KICK
SPINNING FOOT SWEEP
DEFLECTING PUNCH
KIPUP
ZEN NO MIND
STUNNING SHOUT
SHROUDED MOON
SPEED OF THE MONGOOSE

Combos:

RENOUN

Glory
●○○○○○○○○○
□□□□□□□□
Honor
●●●●●○○○○
□□□□□□□□

CHI

●●●●○○○○○○
□□□□□□□□

WILLPOWER

●●●●●○○○○
□□□□□□□□

HEALTH

●●●●●●●●
□□□□□□□□
●○○○○○○○○
□□□□□□□□

EXPERIENCE

Division: _____
Rank: _____
Standing
Wins _____ Losses _____
Draws _____ KOs _____

WOLFF SPRENGER

IRRITATINGLY USEFUL JOURNALIST

From the school paper to the big-time tabloids, Wolff Sprenger knows how to find a story! His all-consuming curiosity leads him from the back alleys of Nepal to the wharves of Hong Kong; his fast-talk skills and generous expense account keep him alive long enough to report what he finds there.

Wolff (not his real name) burst onto the back alley scene six years back, breaking the story of Buzzsaw McClintock's three wives and fake trick knee. Since then, Wolff has made friends and enemies all over the world — many of them the same people. He combines quick wits, strong hunches, and a real talent for writing into a profitable freelance career. In a way, Wolff is just another Street Fighting vagabond — only he is a warrior of words.

Wolff covers the underground scene for a number of clandestine papers, but he's better paid than the usual tabloid hack. He doesn't really want a part of big time news — he prefers the rough bustle of the underground any day! The newsman is a good source of information, provided the Street Fighters are on his good side. The power of the press on one's reputation should never be underestimated, either — all the "right people" follow reports. His snooping can become intrusive and

even abusive, but Wolff has a rough code of ethics: he'll only destroy someone's reputation if they deserve it. All the same, he can be a real pain to have around.

Appearance: Wolff looks the part of the crusading journalist — sandy mussed hair and friendly features, cheap jacket, comfortable shoes and notebooks, recorder, flash unit.

He carries a micro and a mini-camera with a and these have saved him more than once. Wolff is friendly in a superficial way, and conspiratorial when buying or selling information.

Roleplaying Notes:

You're a sleazeball. But you're a *good* sleazeball — good at heart and good at what you do.

Fast-talk is your specialty: flatter, wheedle, bargain and threaten, whatever works. You can actually make a good impression when you want to, but you don't usually care. Remember that it is your job to know absolutely everything about everyone in the underground — you never know when the information could come in handy.

Quote: *Is that on or off the record?*



Name: WOLFF SPRENGER **Style:**
Player: **School:**
Chronicle: **Stable:**

Team:
Concept: JOURNALIST
Signature:

■ ATTRIBUTES

PHYSICAL

Strength ●●○○○
Dexterity ●●●○○
Stamina ●●○○○○

SOCIAL

Charisma	<div><div></div><div></div><div></div><div></div><div></div></div>
Manipulation	<div><div></div><div></div><div></div><div></div><div></div></div>
Appearance	<div><div></div><div></div><div></div><div></div><div></div></div>

MENTAL

Perception	●●●●●
Intelligence	●●○○○
Wits	●●●●○

ABILITIES

TALENTS

Alertness	●●○○○
Interrogation	●●●○○
Intimidation	●○○○○
Insight	●●○○○
Streetwise	●●●●○
Subterfuge	●●●●○

SKILLS

Blind Fighting	○○○○○
Drive	●●○○○
Leadership	○○○○○
Security	●●●○○
Stealth	●●●○○
Survival	●○○○○

KNOWLEDGES

Arena	●●●●○
Computer	●●○○○
Investigation	●●●●●
Medicine	○○○○○
Mysteries	●●○○○
Style Lore	●○○○○

ADVANTAGES

BACKGROUNDS

ALLIES	●●●○○
CONTACTS	●●●●●
FAIR	●●○○○
RESOURCES	●●○○○
	○○○○○
	○○○○○
	○○○○○

TECHNIQUES

Punch	○○○○○
Kick	○○○○○
Block	○○○○○
Grab	○○○○○
Athletics	○○○○○
Focus	○○○○○
Firearms	●●○○○

SPECIAL MANEUVERS

RENOWN

Glory

Honor

Division: _____

Rank: _____

Standing

Wins _____ Losses _____

Draws _____ KOs _____

CHI

WILLPOWER

HEALTH

EXPERIENCE

MASTER TAKASHI

ZEN MONK

Descended from a long line of Samurai warriors, Ichi Takashi was orphaned at age three during the Second World War. Having no other relatives with whom he could live, he was taken in by a Zen monastery where he would spend most of his life tutored by the monks, studying Aikido, meditating, and performing good works among the peasants.

Two people came to dominate and shape Takashi's life in the monastery. The first was a cheerful, amiable monk named Sato. Old when Takashi first came to the monastery, their friendship made an odd pairing. Sato took a special, almost paternal, interest in Takashi's upbringing. When the boy was unhappy or injured, Sato would soothe him. On warm summer afternoons, he told tales from Japanese and Chinese mythology. But most importantly, Sato made Takashi laugh. Nicknamed Old Laughing by the other monks, Sato was quick-witted, a wry smile constantly playing on his lips. He would make fun of this world of suffering, comparing political leaders to barnyard animals, imitating the more dour monks, thinking up dirty limericks or painting pictures of dancing skeletons — all to illustrate that nothing in this world should be taken seriously, not even death.

The second major influence on Takashi's life was the sour-faced and stern Master Hiroshi. This monk made Takashi's life difficult, as though the man resented Takashi for some unspoken reason, making him do the most unpleasant tasks — cleaning the latrines, raking the rock garden after a storm, and helping peasants in the muddy rice fields. Takashi would stay up late into the evening, scrubbing floors and mending broken objects. What made Takashi most unhappy was that Hiroshi was the master of the monastery: he gave the boy difficult koans to answer and berated him cruelly for his answers. Some days, Takashi felt like running away from his adoptive home, but, thanks to Old Laughing Sato, he stayed. Sato showed him the humor of the situation. "When you are up to your bellybutton in mud, helping with the rice

planting," he once said, "you should be happy like a pig in manure. Be like the pig and wallow in the mud!"

One day, in the early 1970s, the monks of the monastery gathered together to render an important decision — a monk was to travel to the United States to open a monastery there. By now, Takashi had become a Zen master in his own right, and some even whispered that he had achieved Buddhahood. Much to Takashi's surprise, Hiroshi nominated him for this important and auspicious assignment, citing his selflessness, devotion and temperament. The entire assembly agreed, and

Takashi moved to Northern California and opened the Buddhist Study Center.

The Buddhist Study Center has had its ups and downs, and it is currently quite prominent in the Street Fighter scene — many Fighters go there for Master Takashi's instruction or healing.

Appearance: Typically, Takashi dresses in the monk's robes traditional to Zen Buddhism. Although Takashi is only in his early fifties, he appears much older due to his years of hard work. He is bald, his skin rough and wrinkled from too much time in the sun. A slight smile plays on Takashi's lips, as though enjoying a private joke.

Playing Master Takashi: From Sato, you learned not to take anything too seriously, because everything is a cosmic joke. Laugh at your suffering and you no longer suffer. From Master Hiroshi, you learned dedication, discipline and the value of hard work. No job is too menial for you, no situation is too grim. You do not like to fight, for it is a waste of effort and energy. The real fight for you takes place inside yourself. You respect the Street Fighters, however, for they seek enlightenment in their own fashion.

Quote: *Ants scurry about collecting crumbs, unmindful of the foot poised to crush them. Don't become wrapped up in collecting your own crumbs. Look up!*



STREET FIGHTER

Name: MASTER TAKASHI **Style:** AIKIDO
Player: **School:** N. CA. BUDDHIST STUDY CENTER
Chronicle: **Stable:** NONE

Team: NONE
Concept: ZEN BUDDHIST MASTER
Signature: BOWS

ATTRIBUTES

PHYSICAL

Strength ●●●○○○
Dexterity ●●●●○
Stamina ●●●●●

SOCIAL

Charisma ●●●○○○
Manipulation ●●●●○
Appearance ●●●○○○

MENTAL

Perception ●●●●●
Intelligence ●●●○○○
Wits ●●●●●

ABILITIES

TALENTS

Alertness ○○○○○○
Interrogation ●○○○○○
Intimidation ○○○○○○
Insight ●●●●●
Streetwise ●○○○○○
Subterfuge ○○○○○○

SKILLS

Blind Fighting ●●●○○○
Drive ●○○○○○
Leadership ●●●○○○
Security ○○○○○○
Stealth ●●●○○○
Survival ○○○○○○

KNOWLEDGES

Arena ●●●○○○
Computer ○○○○○○
Investigation ○○○○○○
Medicine ●●●●●
Mysteries ●●●○○○
Style Lore ●●●●●

ADVANTAGES

BACKGROUNDS

ALLIES ●●●○○○
CONTACTS ●●●○○○
FAVOR ●●●○○○
SENSEI ●●●●●
 _____ ○○○○○○
 _____ ○○○○○○
 _____ ○○○○○○

TECHNIQUES

Punch ●●●○○○
Kick ●●●●●
Block ●●●●●
Grab ●●●●●
Athletics ●●●○○○
Focus ●●●●●

SPECIAL MANEUVERS

DIM MAK

SLIDE KICK

SPINNING FOOT SWEEP

DEFLECTING PUNCH

BACK ROLL THROW

SAN HE

AIR THROW

IMPROVED PIN

ZEN NO MIND

BREAKFALL

MIND READING

JUMP

REGENERATION

THROW

KIPPUP

TELEPATHY

CHI KUNG HEALING

Combos: DEFLECTING PUNCH TO
 BACK ROLL THROW TO IMPROVED PIN
 (DIZZY), ROUNDHOUSE TO SPINNING
 FOOT SWEEP, SAN HE TO JAB TO
 FIERCE

REOWN

Glory
 ●○○○○○○○○○○
 □□□□□□□□

Honor
 ●●●●●●●●●●
 □□□□□□□□

Division: _____

Rank: _____

Standing

Wins _____ Losses _____

Draws _____ KOs _____

CHI

●●●●●●●●●●
 □□□□□□□□

WILLPOWER

●●●●●●●●●●
 □□□□□□□□

HEALTH

●●●●●●●●●●
 □□□□□□□□

●●●●●●●●●●
 □□□□□□□□

EXPERIENCE

Part Two:

THE WAY OF THE WARRIOR

Go straight into the heart of the enemy. Your main purpose as a warrior is to defeat the enemy. Do not be side-tracked by the appearances of the enemy or yourself. Do not be conscious of the particular technique you will use. This causes hesitation. If you understand this mentality, you will never be beaten. Your attitude will be recognized by potential enemies and they will prefer to fight someone else. The ultimate aim of the martial arts is not having to use them.

— Miyamoto Musashi, *The Book of Five Rings*

I oppose violence, and yet I fight — a seemingly irreconcilable paradox, I confess. How can a man of peace choose to become a Street Fighter? I answer thus: we are all warriors in this world. What Street Fighters do within the ring is merely the reenactment of the sacred drama of creation and destruction. When I fight in the ring, I do not fight an opponent; I fight myself, my base nature. The lessons I learn, the victories I earn, I take with me through the rest of life and apply them to my daily efforts.

— Dhalsim, interviewed in *India Today*

Ultimately, many Street Fighters learn that there is little distinction between Street Fighting and the "real world" — both are about conflict, avoiding it whenever possible, and how to triumph when it is necessary. This attitude is frequently called the Tao of Street Fighting. Disciples of this philosophy take Dhalsim's words to heart and see themselves not as modern gladiators but as philosopher-warriors who engage in combat for enlightenment and self-fulfillment. Even the most dense Street Fighter ultimately learns that conflict is not limited to the ring, and he must often rely upon skills learned as a Street Fighter to cope with everyday life.

The following chapters further discuss the way of Street Fighting, expanding on information first presented in **Street Fighter**. It introduces new fighting styles, discusses Street Fighters and weapons use, and shows how every setting has the potential for conflict. **Contenters** is about conflict, and the following chapters are about the manifestation — and resolution — of this conflict.

CHI AND THE MARTIAL ARTS

While it has never been properly explained, scientists have theorized it is an energy field generated by living things. Early man suspected its existence, yet remained in ignorance of its potential for millennia... The force surrounds each and every one of us. Some men believe it directs our actions, and not the other way around.

— George Lucas, *Star Wars*

Chi is the energy which flows through everyone and all things. Great martial artists do not just train their body and their mind; they cultivate their Chi as well. It is by using Chi that many near-miraculous feats may be accomplished.

"Chi," technically speaking, is a Chinese word, one which would not be used by every martial art (particularly non-Asian ones!). Japanese styles, for example, might refer to Ki. Regardless, most styles recognize the concept of Chi — the breath of the universe, the unifying force of life. Many metaphors are used to describe the same essential phenomenon.

Non-Asian martial arts, such as Baraqah or Lua, are equally strong in Chi cultivation — only the language is different.

Chapter 1:

STYLES

*The Tao is like a well;
used but never filled up.
It is like the eternal void:
filled with infinite possibilities.*

— Lao Tzu, *Tao Te Ching*

The martial arts world is a cornucopia of fighting styles, many of which can be found in *Street Fighter* tournaments and matches. Some of these styles are commonly known, such as Karate or Boxing; more rare styles, such as Sanbo or Native American Wrestling, have become better known due to popular World Warriors like Zangief and T. Hawk. Thanks to *Street Fighting*, the world is beginning to accept that the martial arts are not exclusively Asian in origin but are a global phenomenon, found in almost every culture.

NEW STYLES

Listed below are nine martial arts styles that may be chosen in addition to those presented in **Street Fighter**. Some, like Jeet Kune Do or Wrestling, are already fairly well-known styles; others, such as Baraqah or the Pankration, have only recently been unveiled in the *Street Fighting* circuit. Players and Storytellers alike may choose these styles for new characters.

A martial art is not just a fighting method. It is often a philosophy and a world-view, and it is almost always an expression of culture. Tai Chi, for instance, following Taoist philosophical principles, is dependent upon the concept of balance and non-action. Baraqah is reliant on principles of traditional Islamic medicine and mysticism.

A player should not choose a style for her character based only upon what Special Maneuvers it has; she should have a strong character concept in mind and choose a style that best suits that character. This does not mean to enforce stereotypes: not every Tai Chi master need be a small, wizened Asian man. Remember that a character's style will often be a reflection of her personality and outlook — and vice versa. Choose the style carefully: styles can't be changed like a jacket or a pair of shoes!

Some styles refer to new Special Maneuvers, which can be found later in the chapter.

DESIGNING NEW STYLES

Storytellers and players are both encouraged to develop new martial arts styles. Either they can adapt styles not already represented in **Street Fighter**, such as Tae Kwon Do or Shorinji Kempo, or they may make up new Styles. If creating new styles, be imaginative: Is the style the product of a hidden civilization or secret temple? Is it practiced by an alien warrior species?

Always keep the following in mind when designing styles:

AIKIDO

Special Maneuvers

Punch:

Dim Mak (4)

Kick:

Foot Sweep (1)

Slide Kick (2)

Spinning Foot Sweep (1)

Block:

Deflecting Punch (1)

San He (3)

Energy Reflection (3)

Grab:

Air Throw (2)

Back Roll Throw (1)

Grappling Defense (3)

Improved Pin (2)

Pin (2)

Athletics:

Breakfall (1)

Drunken Monkey Roll (2)

Focus:

Chi Kung Healing (3)

Fireball (3)

Ghost Form (5)

Mind Reading (3)

Psychokinetic Channeling (4)

Regeneration (2)

Stunning Shout (3)

Telepathy (2)

Zen No Mind (3)

Culture and History: Where did the style originate? What role did it play in its culture, and what was its history? Was it well-known before it appeared in the Street Fighter circuit?

Technique: How does the style operate? Does it stress kicking, punching, or grappling, or is it an inclusive form? Does it require any spiritual training? Is it "hard," relying on muscular strength, or "soft," relying more on inner power?

Chi/Willpower: The Initial Chi and Initial Willpower scores should not total more than seven. Only styles with a strong spiritual emphasis and mental discipline should have an Initial Chi higher than one.

Special Maneuvers: What are the Special Maneuvers associated with the new style, and what is their Power Point cost? You can use the costs for similar styles to determine costs for new styles. For instance, if a Storyteller is adapting Tae Kwon Do to **Street Fighter**, he could use Shotokan Karate for a guideline, and modify it as necessary. Don't create a style just to be a catch-all of useful and powerful Maneuvers — make the selection appropriate to the style.

BARAQAH

Special Maneuvers

Punch:

- Ear Pop (2)
- Hundred Hand Slap (5)
- Monkey Grab Punch (1)
- Spinning Back Fist (1)
- Spinning Knuckle (3)

Kick:

- Foot Sweep (1)
- Wounded Knee (2)

Block:

- Deflecting Punch (1)
- Maka Wara (3)
- Energy Reflection (3)

Grab:

- Back Roll Throw (1)
- Dislocate Limb (2)
- Grappling Defense (3)
- Improved Pin (2)
- Pin (3)
- Sleeper (3)

Athletics:

- Breakfall (1)

Focus:

- Balance (3)
- Baraqah Push (Chi Push) (5)
- Ghost Form (5)
- Levitation (4)
- Mind Reading (3)
- No Ego (Zen No Mind) (3)
- Psychokinetic Channeling (4)
- Regeneration (1)
- Telepathy (2)

Although players are certainly encouraged to create new styles, Storytellers have the final say on whether any new styles will be accepted or what modifications are necessary.

AIKIDO

Although often taught purely as a sport, Aikido is also a philosophical discipline and a fighting art. It is a passive style based heavily on Zen philosophy and nonresistance. If pushed, an Aikido practitioner moves with the push, blending with her opponent's movement and direction of power, leaving him off balance and defenseless. Aikido is a fluid, gentle art; the final goal is not the defeat of opponents but the enlightenment of the practitioner's own spirit.

Aikido emphasizes joint-locking and throwing and the cultivation of the Chi rather than punches and kicks. Most of its movements are circular and relaxed, as opposed to the hard angles and tense muscles of other aggressive styles.

Schools: Aikido schools are found worldwide, but Japan and the U.S. have the most. The Aikido community is uncommonly open and supportive, with many clubs and its own magazines. New students are always welcome.

Members: Just about anyone who wants to learn the art is accepted. Aikido is a popular sport and courses can be found through community self-defense classes or college, as well as formal Aikido schools. Study at a formal school is usually required to become a black belt. When you attain the black belt, you are considered a beginner: the study of Aikido is viewed as a lifelong cultivation of the spirit.

Concepts: Philosophers, mystics, working mothers, athletes, students

Initial Chi: 5

Initial Willpower: 2

Quote: "Water flows and takes any shape or course, yet it is always consistent with its own nature. Be sensitive to the flow and movement of your body and you will achieve insight into your own fundamental nature."

BARAQAH

Baraqah is a rare and little-known martial art with its origins in North Africa. It has traveled the globe, primarily in the Near and Middle East, following the path of Islamic civilization. Its followers, though rare, may be found anywhere Islam has left its mark.

Masters of Baraqah do not claim to be teaching a fighting style: the maneuvers of Baraqah are considered features of Islamic sacred science, designed to cultivate the grace of Heaven and to perfect physical health. However, in spite of such protestations, these techniques are quite capable when used as self-defense maneuvers.

Baraqah's fighting techniques are practiced slowly and gracefully, but when applied in combat are delivered with a dizzying speed. Most of Baraqah's techniques deal with grappling, although some close-range striking is involved: primarily low kicks to joints and punches to pressure points and sensitive spots.

Baraqah is rarely seen, even in the Islamic world: its masters and students practice their art behind closed doors, separated from the secular and the mundane. When used as a combat art in public, it is transformed into something more

plain and utilitarian, its techniques watered down to their bare minimum.

Schools: Most Baraqah Masters are Sufis — Muslim mystics who cultivate a deeper communion with the divine. Training in Baraqah traditionally includes the study of Islamic scriptures, calligraphy, and other sacred arts, as well as hours

Quote: "You must learn humility. Baraqah does not come from us, but from Heaven. Only by mastering our own ego and sense of self can Baraqah flow through us."

JEET KUNE DO

Jeet Kune Do (or JKD) is not a martial art per se; it is actually an all-encompassing way of looking at the martial arts. Pioneered by the late Bruce Lee, Jeet Kune Do is a fast, efficient, and powerful fighting style.

Jeet Kune Do takes what is best from many of the world's martial arts and brings them into a style that changes from moment to moment and situation to situation. Jeet Kune Do sees the weaknesses of different fighting styles and takes advantage of them. It is not a list of maneuvers and stances, but a philosophy of fighting — anyone claiming to know "the Jeet Kune Do maneuvers" is probably trying to impress the ignorant.

JKD is a no-nonsense style designed primarily for fighting; the niceties of formal martial arts combat in a ring are not emphasized. Most maneuvers are very quick; Jeet Kune Do

JEET KUNE DO

Special Maneuvers

Punch:

- Deflecting Punch (1)
- Dragon Punch (5)
- Ear Pop (2)
- Hundred Hand Slap (5)
- Hyper Fist (5)
- Monkey Grab Punch (1)

Kick:

- Backflip Kick (2)
- Flying Knee Thrust (1)
- Foot Sweep (1)
- Forward Flip Knee (3)
- Hurricane Kick (5)
- Lightning Leg (4)
- Scissors Kick (3)
- Stepping Front Kick (3)
- Tiger Knee (5)

Block:

- Deflecting Punch (1)
- Maka Wara (3)

Grab:

- Air Throw (2)
- Brain Cracker (2)
- Grappling Defense (4)
- Pin (3)

Athletics:

- Backflip (2)
- Drunken Monkey Roll (1)
- Light Feet (3)
- Wall Spring (1)

Focus:

- Chi Kung Healing (4)
- Zen No Mind (3)

of prayer and meditation. Baraqah halls are segregated by gender, with men and women taught separately.

Baraqah is rarely taught outside the Islamic world. The best schools may be found in Persia and Asia Minor, although a few are rumored to remain in Spain.

Members: Almost all Baraqah stylists are Muslims, whether from Africa, Malaysia, or the Middle East. Only the spiritually minded and most disciplined are allowed to advance to the style's highest levels.

Concepts: Sufis, mystics, dervishes, pilgrims

Initial Chi: 4

Initial Willpower: 3

JIU JITSU

Special Maneuvers

Punch:

- Ear Pop (2)

Kick:

- Foot Sweep (1)
- Spinning Foot Sweep (1)

Block:

- Deflecting Punch (1)
- Maka Wara (4)
- Sari He (3)
- Missile Reflection (1)
- Energy Reflection (3)

Grab:

- Air Throw (1)
- Back Breaker (2)
- Back Roll Throw (1)
- Dislocate Limb (3)
- Grappling Defense (2)
- Hair Throw (2)
- Improved Pin (2)
- Neck Choke (1)
- Pin (2)
- Stomach Pump (3)

Suplex (1)

Thigh Press (2)

Throw (free)

Athletics:

- Breakfall (free)
- Kippup (1)

Focus:

- Chi Kung Healing (4)
- Toughskin (3)
- Zen No Mind (3)

literally means "The Way of the Intercepting Fist," and JKD fighters usually do not perform powerful-but-slow maneuvers unless their opponent is dizzied or knocked down.

Schools: While there are innumerable books and teachers claiming to teach "the secrets of Jeet Kune Do," there are only a few which are legitimate. This doesn't really matter, however; sparring practice and Bruce Lee's book, *The Tao of Jeet Kune Do*, are the primary schools for this style, and both are available all over the world. To learn maneuvers that aren't in the regular JKD repertoire, the character must have a willing teacher or at least have seen the maneuver performed and train herself incredibly hard.

Members: Anyone who fights can study JKD. Generally, martial arts enthusiasts or kickboxers are the most likely to have actively studied the concepts of Jeet Kune Do and put it into practice.

Concepts: Martial artists of all kinds, Bruce Lee fans, soldiers, street toughs, bodyguards

Initial Chi: 1

Initial Willpower: 6

Quote: "To create a method of fighting is pretty much like putting a gallon of water into wrapping paper and shaping it."

JEET KUNE DO AND SPECIAL MANEUVERS

Some character may have originally begun study in a traditional style, choosing later to take up the study of Jeet Kune Do. In this case, if a Special Maneuver has a different cost for JKD than for his original style, he pays whichever cost is lower. For example, the Forward Flip Knee maneuvers costs two Points for Wu Shu and three for Jeet Kune Do. If the JKD fighter had previously studied Wu Shu, he may buy the Forward Flip Knee for only two Points.

Jeet Kune Do practitioners can also learn Special Maneuvers that are usually closed to outside styles. However, it is very expensive! To learn a maneuver that is "closed" costs Jeet Kune Do practitioners the maneuver's most expensive Power Point cost +1. For example, the Whirlwind Kick is not part of the regular Jeet Kune Do regimen, nor does it have a cost listed for "any" style. The most expensive cost listed is five points (for Shotokan Karate). Therefore, if a Jeet Kune Do practitioner wanted to learn the Whirlwind Kick, it would cost six Power Points.

The decision to study JKD should be made when the character is created. A character cannot be created "now studying JKD after many years of Muay Thai," granting the character two pools of Special Maneuvers to choose from. If a character takes up the study of Jeet Kune Do later in the course of her career, there has to be a plot-driven reason for this—she cannot simply say "I'm studying Jeet Kune Do now" and suddenly get the lower Maneuver costs!

JIU JITSU

Originally developed in Japan in the 15th – 17th centuries, Jiu Jitsu is a "soft" martial art, intended to subdue (rather than incapacitate) an opponent by pinning them in place. It uses the opponent's own weight and momentum against him, making it an elegant pacifist style. Jiu Jitsu students learn to use leverage and the inherent strength of their leg and back muscles to easily lift and toss people three times their weight or more. Jiu Jitsu practitioners don't have to be particularly muscular or tough, although it helps; many of the best stylists

LUA

Special Maneuvers

Punch:

Dim Mak (4)

Kick:

Backflip Kick (3)
Double-Hit Knee (1)
Wounded Knee (2)

Block:

Energy Reflection (3)

Grab:

Choke Throw (2)
Disengage (2)
Dislocate Limb (2)
Grappling Defense (3)
Eye Rake (1)
Head Bite (2)
Improved Pin (2)
Iron Claw (4)
Neck Choke (2)
Pin (2)
Sleeper (3)

Athletics:

Light Feet (3)

Focus:

Balance (3)
Chi Kung Healing (3)
Chi Push (5)
Fireball (4)
Ghost Form (5)
Leech (3)
Levitation (3)
Mind Reading (3)
Musical Accompaniment (1)
Regeneration (2)
Toughskin (3)

are somewhat flabby around the midsection, yet still able to send opponents flying across the room without breaking a sweat.

Schools: Jiu Jitsu is taught all over the world, usually in the sporting form of Judo. Many American soldiers stationed in Japan after World War II learned the art and helped popularize it in the United States, and traveling Japanese senseis are still spreading knowledge of this art around the world.

Members: Anyone can take classes. Judo is a popular sport in Japan and the U.S., and it is often taught as a self-defense technique.

Concepts: Fomē fatales, sports enthusiasts, police

Initial Chi: 3

Initial Willpower: 4

Quote: "The bigger they are, the harder they fall."

JIU JITSU REQUIREMENTS

Jiu Jitsu practitioners are required to purchase a minimum of Grab •• and Athletics ••, but automatically have Breakfall and Throw at no cost.

LUA

Hawaii is commonly known for many things, but not for a native martial art. However, as more warriors trained in Lua make their mark in the Street Fighter circuit, this native Hawaiian style is becoming better appreciated. Once believed to have been a "lost" martial art, it is now recognized that Lua went underground after being repressed by authorities in the early 1800s.

Lua—or "bonebreaking"—is a dangerous combination of grappling and striking relying upon the practitioner's knowledge of human anatomy, particularly musculature and the nervous system. Street Fighters who use Lua can be quite

menacing in the ring: although conversant in medium-range techniques, their true threat emerges in close-range combat. A Street Fighter in a match with a Lua stylist had best keep him at a distance, or within moments she will find herself on the ground and unable to move.

The dance-like motions that can accompany Lua can be quite unnerving; many Lua warriors fight along with the tones of a mele, to a soothing and sonorous melody that can distract an opponent or even cause him to let his guard down—this is the moment that a Lua warrior strikes.

As Lua becomes better known, darker elements of its past are emerging as well. In the past, it was not uncommon for students to lie in wait for lone travelers and ambush them: within a matter of moments, the victim's limbs would be completely disjointed and dislocated. Ideally, the students were supposed to rehabilitate and restore the target's body, but too often he was left to die.

Schools: Schools can be found only in Hawaii. A teacher of Lua is called a kahuna, which—much like a standard sensei—is a combination warrior, priest, and medicine man. Lua has a strong philosophical and spiritual aspect, which unfortunately is not often studied by its practitioners.

Variants of Lua are believed to be found throughout Polynesia, but they have not been confirmed.

Members: In spite of its dark past, Lua is studied by many honorable warriors. Almost every Lua practitioner is Polynesian. It is rare for a non-Polynesian to be taught the form, and such cases are truly exceptions. Students of Lua are physically conditioned at the same time they learn the intricacies of the human body—to hurt and to heal.

Concepts: Priest, medicine-man, healer, assassin

Initial Chi: 3

Initial Willpower: 4

Quote: "Come closer, come...certainly I am not a threat to you..."

THE PANKRATION

Special Maneuvers:

Punch:

- Buffalo Punch (1)
- Ear Pop (2)
- Ducking Fierce (1)
- Fist Sweep (2)
- Head Butt (1)
- Spinning Back Fist (1)

Kick:

- Double-Hit Knee (1)
- Flying Knee Thrust (1)
- Foot Sweep (1)
- Slide Kick (2)
- Wounded Knee (2)

Block:

- Maka Wara (3)

Grab:

- Air Throw (2)
- Back Breaker (2)
- Bear Hug (1)
- Brain Cracker (1)
- Choke Throw (2)
- Disengage (2)
- Dislocate Limb (2)
- Grappling Defense (3)
- Head Bite (2)
- Improved Pin (3)
- Knee Basher (2)
- Neck Choke (2)
- Pin (2)
- Stomach Pump (3)
- Suplex (1)

Athletics:

- Air Smash (1)
- Breakfall (1)
- Flying Heel Stomp (3)
- Ground Fighting (2)
- Thundershrike (1)

Focus:

- Toughskin (2)

THE PANKRATION

One of the least known fighting styles in the world, the Pankration is arguably one of the oldest fighting styles in existence. The Greeks believed that it was created by the hero Theseus, who combined wrestling with boxing to defeat the minotaur in the labyrinth. The Pankration was fought in the earliest days of the original Olympics, alongside Boxing and Wrestling.

The Pankration is many forms of fighting rolled together into one: punching, kicking, grappling, biting—almost anything was allowed. Although various techniques were not given the poetic names common to Chinese martial arts, it was not unusual to find maneuvers compared to animal attacks.

When the armies of Alexander the Great marched across the known world, they set up tents for demonstrations of a variety of sports, including the Pankration. Some allege that when these armies crossed the Himalayas in the 4th century B.C., the Pankralists set the stage for the development of Kung Fu.

It was commonly believed that the Pankration died as a martial art after the Roman Empire. Seeing the diminution of their art, however, Pankration masters elected instead to teach their art in secret to only the most worthy of candidates. But with the entry of Pankralists into Street Fighting has the style reappeared in public.

SILAT

Special Maneuvers

Punch:

- Dim Mak (4)
- Dragon Punch (5)
- Hundred Hand Slap (5)
- Monkey Grab Punch (1)

Kick:

- Lightning Leg (4)
- Double-Hit Kick (1)
- Dragon Kick (5)
- Stepping Front Kick (3)

Block:

- Deflecting Punch (1)
- Energy Reflection (3)
- Maka Wara (3)

Grab:

- Grappling Defense (4)
- Dislocate Limb (3)
- Hair Throw (2)
- Iron Claw (4)
- Pin (3)
- Improved Pin (3)

Athletics:

- Drunk Monkey Roll (2)

Focus:

- Balance (3)
- Chi Kung Healing (3)
- Chi Push (5)
- Extendible Limbs (5)
- Fireball (4)
- Improved Fireball (5)
- Levitation (4)
- Mind Reading (3)
- Psychokinetic Channeling (4)
- Regeneration (2)
- Sonic Boom (3)
- Stunning Shout (2)
- Yoga Flame (3)
- Zen No Mind (3)

When fighting a master of the Pankration, one should be prepared for anything: where one pankratiast might favor punching, another might prefer kicking or grappling. Much like Jeet Kune Do, the Pankration is a very personal fighting style, lacking the formal styles commonly studied in the East. The Pankration is also one of the most brutal of the martial arts; it cannot be found anywhere taught as just a "competition" or "demonstration" sport.

Schools: Traditionally, a Pankration school was called a korykeion, strongly resembling modern Boxing schools. Present day Pankratiasts, however, study in the homes of their masters. With the rise in the style's popularity, there has been some talk of reestablishing the korykeion as a preferred method of formal instruction.

Teachers of the Pankration may be found almost anywhere, but the majority of them are in small villages in Greece.

Training in this style is brutal and efficient, and instructors are not known for their mercy.

Members: Only serious-minded individuals capable of enduring much punishment learn the Pankration. While many youngsters may begin studying under a master, the rigors of the style tend to discourage all but the most dedicated.

Concepts: Wrestling fan, Amazon, village champion

Initial Chi: 1

Initial Willpower: 6

Quote: "I am the embodiment of over 3,000 years of tradition. My style may seem simple, but it is pure in its simplicity."

TAI CHI CHUAN

Special Maneuvers

Punch:

- Dim Mak (4)
- Monkey Grab Punch (1)

Kick:

- Foot Sweep (1)
- Slide Kick (2)
- Spinning Foot Sweep (1)

Block:

- Deflecting Punch (1)
- San He (2)
- Missile Reflection (1)
- Energy Reflection (2)

Grab:

- Air Throw (2)
- Back Roll Throw (1)
- Disengage (3)
- Dislocate Limb (3)
- Grappling Defense (3)
- Improved Pin (3)
- Pin (2)

Athletics:

- Breakfall (1)

Focus:

- Balance (2)
- Chi Kung Healing (2)
- Chi Push (5)
- Ghost Form (5)
- Levitation (4)
- Stunning Shout (3)
- Telepathy (2)
- Zen No Mind (2)

SILAT

Silat is an Indonesian martial art. Like the Chinese style Kung Fu, it is a catch-all style covering a number of variants. Some styles are more graceful and flowing while others are direct and hard. Some estimates calculate that there are over 500 forms of Silat.

Silat maneuvers frequently resemble those of other styles, from the leg sweeps of Judo to the deflect-and-punch com-

binations of Wing Chung Kung Fu. A Silat stylist must be supple and focused; she learns how to use her entire body as a weapon. She also learns where to direct her attacks on an opponent's body, and how to read his body language to determine his mental and physical fitness. Silat stylists also learn how to fight on a variety of terrains, from rocky outcroppings to swamps. Silat is a multitude of styles in one: flowery but lightning-fast, gentle but lethal.

The final phase of Silat training involves a great deal of spiritual training and mental discipline; many Silat masters have been perceived as sorcerers, with their innate ability to heal or harm from a distance, through telepathy and clairvoyance.

Silat has been fairly well known among martial artists for a while now, but as Silat stylists start to appear in the Street Fighting circuit, the art is becoming more popular. Its deceptively beautiful maneuvers, designed to lull an opponent and lower her guard, have won many a match.

Schools: Schools are now found all over the world, but the best and most traditional ones are still believed to be found in Malaysia and Indonesia. Silat masters, called pandekars, are demanding; they require their students to study six days a week, three hours a day. Training can go on for years.

Members: Anyone who is dedicated enough to persist in the study of Silat is accepted. Although Silat stylists tend to be Indonesian, pandekars are not as restrictive in choosing students, and many Westerners have been accepted as well.

Concepts: Philosophers, itinerant mystics, sorcerer's apprentices

Initial Chi: 4

Initial Willpower: 3

Quote: "Come my friend, let us dance a little..."

THE KRIS

Unique to Silat is the kris, a wavy-bladed dagger or short sword with an angled "pistol-grip." The kris has as important a cultural significance in Malaysia as the katana, or samurai sword, does in Japan. The kris is both weapon and magical talisman: each kris is said to possess hantu (spirit). There are many legends about the kris, including the claim that it will rattle in its sheath to warn its owner of impending danger. However, many believe that the secrets of the kris have been lost to time.

Traditionally, every male in Malaysia was presented a kris by his father upon reaching puberty. Older variants of the weapon used to be made with a blend of nickel and now-exhausted meteorite iron.

TAI CHI CHUAN

Is it a martial art? Is it a dance? Is it a meditation? Tai Chi Chuan is all of these at once while being none of them exclusively.

Tai Chi Chuan, the "supreme ultimate fist," is a Taoist form of Kung Fu designed to cultivate inner harmony and the practitioner's Chi. It is studied as a very slow and relaxed series of steps and moves, practiced daily by many Chinese since the Ming dynasty.

WRESTLING

Special Maneuvers

Punch:

Ear Pop (2)

Kick:

Grab:

Air Throw (2)

Back Breaker (2)

Bear Hug (1)

Brain Cracker (1)

Disengage (2)

Dislocate Limb (3)

Grappling Defense (3)

Ground Fighting (3)

Improved Pin (2)

Iron Claw (4)

Knee Basher (2)

Neck Choke (1)

Pile Driver (3)

Pin (2)

Spinning Pile Driver (3)

Stomach Pump (3)

Storm Hammer (5)

Suplex (1)

Thigh Press (2)

Block:

Athletics:

Air Smash (1)

Breakfall (1)

Flying Head Butt (12)

Focus:

The origins of Tai Chi are mysterious. One claim is that it was developed by a Shaolin monk who saw a snake and a bird fighting and admired their constant hard-soft, action-inaction flux. Another legend states that it was taught by a celestial being.

The Tai Chi Chuan practitioner understands cycles of movement and rhythm and the harmony that exists between opposites — where the opponent is strong (throwing a punch, for example), the artist is "weak," moving away from the blow or deflecting it away. Where the opponent is weak (an opening that puts them off balance), the artist will be strong, using a gentle push to topple them.

Tai Chi is a gentle and quiet — almost meek — art, but it is very effective.

Schools: There are schools worldwide, but they are most common in China and the United States. The basic forms are widely available on videotape, but these generally teach it as a form of exercise rather than any martial application.

Members: Tai Chi Chuan may be studied by anyone of any age — training in its earliest stages is more relaxing than rigorous, and many students can benefit at this level. It is most commonly studied as just a "moving meditation," for stress relief and limbering exercises.

Concepts: Chinese immigrants, world travelers, philosophy students

Initial Chi: 6

Initial Willpower: 1

Quote: "If one wishes to be contracted, one must first be stretched. In order to become weak, one must first be strong. Before one can dispense, one must first prosper. The sage conquers what is hard, and the weak overcomes the strong."

TAI CHI CHUAN AND STREET FIGHTING

Someone who truly understands and embraces Tai Chi Chuan would have to have an extraordinary reason to be a Street Fighter—Taoist masters don't care for glory, nor would they want revenge against Shadoloo or seek to aggressively promote Tai Chi Chuan as a superior martial art. However, a Tai Chi stylist could be searching for some artifact or knowledge, and using Street Fighting as a way to pay for the travel costs of their search or even as an attempt to refine the Tai Chi forms by real-world experience rather than isolated study.

WRESTLING

Wrestling is a catch-all term referring to a multitude of fighting styles that focus on grapples, holds, and throws. Technically, Sanbo, Sumo and Native American Wrestling fall under this rubric, but these styles differ somewhat from the basic Western Wrestling style.

This is a style with a long history. French cave drawings, over 15,000 years old, illustrate wrestling, and variants can be found on paintings and carvings from Egypt, Persia, and Sumo. It is well known as a sport in Classical Greece and Rome, performed during the Olympics and in gladiatorial contests. In the Middle Ages, Wrestling was considered a knightly skill.

Wrestling relies on speed, coordination, and strength. Above all, it requires a knowledge of leverage, which allows a smaller, lighter Stylist to defeat a larger, heavier opponent. As a competitive sport it tends to have strict rules, such as prohibitions against twisting an opponent's joints or fingers, or elbowing him in the abdomen or back. As a Street Fighting style, however, all such holds are dropped and the true effectiveness of the style emerges.

Schools: Basic Wrestling instruction is easily found, from schools to amateur clubs to the YMCA. Many Wrestlers begin their instruction in elementary and high schools. Various clubs or organizations will teach a particular Wrestling variant; it is unusual to find it taught in all its forms by any one school.

Members: Anyone who wants to learn the sport and enjoys having his body contorted and tossed to the ground is welcome. Like all other styles, it requires much stamina and discipline, and many students discontinue early in the program.

Concepts: Athletes, college students, professional wrestlers

Initial Chi: 1

Initial Willpower: 6

Quote: "I don't like your attitude. Perhaps it's time for your face to meet the floor."

WRESTLING VARIANTS

Wrestling has a number of variants, in addition to those already represented by Sumo, Native American Wrestling, or Sanbo. The basic Wrestling variants include:

Catch-as-Catch-Can: This variant—also called Freestyle Wrestling—is the true inheritor to classical Greek and Roman wrestling. It is the most popular sporting style taught in the

United States and Canada. Although it prohibits striking, kicking, and strangling, it also has a wide variety of body-contact skills. Matches vary in length, and regulations on pinning and holds vary.

Greco-Roman: This variant, mostly popular in Europe, was developed in 19th century France. It prohibits tripping and pins on or with the legs.

"Folklore" Styles: These are special variants, typically not found outside a certain country or region. Technically, Sanbo and Sumo Wrestling fit into this category. Other variants include:

- **Yagli Gures**, traditional Turkish grease-wrestling—the Pehlivan class is the championship division. These wrestlers are cultural champions in Turkey, the style going back to the Ottoman Empire.

- **Cornish Wrestling**, practiced in Cornwall for over 15 centuries.

- **Glimae**, Icelandic wrestling which relies on a leather waist belt that must be grasped throughout a match.

Professional: This is the most common and popularly known Wrestling variant. It is a theatrical sport, relying upon great dramatics and gaudy costumes. A number of Professional Wrestlers have entered Street Fighting, only to find that their posturing and performance are of little avail in the ring. Professional Wrestling is not considered a legitimate competitive sport.

No-Holds-Barred: This is the style most often engaged in by Street Fighters who do not like—or need—the restrictions imposed by other variants. It is essentially "Catch-as-Catch-Can" without any formal regulations. Some schools teach this Wrestling variant; other Wrestlers learn one of the formal models and then quickly adapt in the ring.

NEW SPECIAL MANEUVERS

The following Special Maneuvers may be learned by anyone with the appropriate prerequisites and Power Points.

GRAB

IMPROVED PIN

Prerequisites: Grab •••, Athletics •• Pin

Power Points: Aikido, Baraqaq, Jiu Jitsu, Lua, Wrestling 2; Kung Fu, Pankration, Silat, Special Forces, Tai Chi Chuan, Wu Shu 3; Any 4

This is simply a refinement of the Pin technique.

System: The fighter may use an Improved Pin on any one target in their hex or an adjacent hex, regardless of whether the target is Knocked Down or Dizzy, using the modifiers below. In all other ways, it acts exactly like a Pin.

Cost: 1 Willpower on the first Turn only

Speed: +0

Damage: +2 (first Turn)/+1 (subsequent Turns)

Move: +1 (first Turn)/Two (subsequent Turns)

PIN

Prerequisites: Grab ••

Power Points: Aikido, Jiu Jitsu, Lua, Pankration, Tai Chi Chuan, Wrestling 2; Baraqaq, Jeet Kune Do, Kung Fu, Shotokan Karate, Silat, Wu Shu 3; Special Forces 4; Any 5

Jiu Jitsu practitioners learn many ways to hold someone immobile. To perform a Pin, the target must either have suffered Knockdown or be Dizzied; the fighter moves into his opponent's hex and makes his attack roll. If he performs two or more levels of damage, the opponent is held in a painful, immobilizing hold until she manages to break free—a difficult task. The Jiu Jitsu practitioner often pins his opponent near the end of the fight, then just waits for the time to run out. This maneuver is often bought as the second half of a Combo with Throw or Air Throw.

System: The Jiu Jitsu practitioner's Strength is considered to be raised by three only for the purpose of holding the opponent (it does not add to the damage roll). The fighter may choose to inflict damage or not on each Turn after the first; the target only gets their Stamina and Grappling Defense against this attack. This is a Sustained Hold. If the fighter is Dizzied or knocked out by a third party's attack, the Pin is automatically broken.

Cost: 1 Willpower on the first Turn only

Speed: -1

Damage: +2 (first Turn)/+0 (subsequent Turns)

Move: +1 (first Turn)/None (subsequent Turns)

ATHLETICS

BREAKFALL

Prerequisites: Athletics •

Power Points: Jiu Jitsu (free), Aikido, Capoeira, Pankration, Wrestling 1; Any 2

Jiu Jitsu, Aikido, and a number of other styles emphasize throwing techniques. Before one can learn how to throw, however, she must first learn how to be thrown without getting hurt. Breakfall is usually performed as a roll onto the shoulders and arms, with the head tucked in to protect against neck injuries.

System: Breakfall is a technique that fighters practice until it becomes instinctive; therefore, you do not need to play a Breakfall card to use it. Whenever your character takes damage from a maneuver that does Knockdown, you may reduce the amount of damage he takes from the fall by one point of Health for each success made on a Dexterity+Athletics roll. (Note: Breakfall doesn't help against maneuvers that do damage and then knock you down, only against maneuvers where hitting the ground is the source of the damage, such as a Throw.)

Cost: None

Speed: See description above.

Damage: See description above.

Move: See description above.

GROUND FIGHTING

Prerequisites: Athletics ••••

Power Points: Pankration 2, Sanbo, Native American Wrestling, Wrestling 3, Special Forces 4

Most fighting styles prepare a contender for fighting on his feet, but once his back hits the ground, he is at a disadvantage. Street Fighters from other styles are better prepared for this eventuality, while Pankratiasts train at fighting while grounded. Many Pankratiasts are even known to take their opponent to the ground to take advantage of their confusion.

System: This Maneuver does not require a Combat Card. Instead, it is simply invoked when the character falls down, has been Thrown, or is otherwise prone. The Street Fighter

does not have to rise from the ground to continue fighting (although if she does, she suffers from the standard Knockdown speed penalties when rising). Likewise, she may continue fighting from the ground, using any Basic or Special Maneuver that does not require hip-derived torquing or momentum or any Aerial maneuvers. This requires some Storyteller discretion on what can or cannot be performed. For instance, a Double Dread Kick would be impossible while a Slide Kick could still be accomplished. Street Fighters who do not have this Maneuver may attempt to fight while on the ground, but at -3 Speed and -3 Damage to their own attacks.

Individuals fighting ground-based Contenders have a number of their own disadvantages. Unaccustomed to fighting someone so low to the ground, they will be able to use only low-target attacks; otherwise, any other physical strike will be at -2 Damage and -2 Speed.

Cost: 1 Willpower

Speed: See description above.

Damage: See description above.

Move: See description above.

Focus

CHI PUSH

Prerequisites: Focus ••••, Chi Kung Healing

Power Points: Baraqah, Kabaddi, Kung Fu, Lua, Native American Wrestling, Silat, Tai Chi Chuan 5

The Chi Kung masters are able to use their Chi to shatter rocks with a gentle touch or even a gesture from feet away. Like Chi Kung Healing, Chi Kung Push focuses their Chi into the target, but, instead of healing, the Chi is used to topple or destroy the target.

System: The basic damage done by the maneuver is the user's Wits+Focus+3, +1 for each extra point of Chi the practitioner spends beyond the first. The practitioner must choose what to do with their dice pool: the maneuver's damage may be reduced by one point to throw the target back by one hex. The maneuver may also be done without touching the target: each hex between the target and the practitioner subtracts two damage dice. Chi Push has no effect on someone using the San He maneuver. Furthermore, the target may add dice to their soak roll by spending 2 Chi per 1 die.

Cost: 2 Chi, +1 Chi for each +1 damage added

Speed: -3

Damage: Wits+Focus+3+(special)

Move: None

LEVITATION

Prerequisites: Focus •••••

Power Points: Baraqah, Kabaddi 3; Kung Fu, Lua, Shotoan Karate, Silat, Tai Chi Chuan, Wu Shu 4

By intense concentration and inner control, the practitioner may lift her body from the ground, usually sitting in the lotus position—legs crossed, back straight, palms together in front of the chest.

System: The practitioner may move up to their Focus in hexes per turn in any direction they choose (up, down, sideways) by spending one Chi per turn.

Cost: 1 Chi/Turn

Speed: +0

Damage: None

Move: Special

Chapter 2:

DUELISTS

*Weapons are the tools of violence;
all decent men detest them.
Weapons are the tools of fear;
a decent man will avoid them
except in the direst necessity
and, if compelled, will use them
only with the utmost restraint.*
— Lao Tzu, *Tao Te Ching*

The use of weapons in Street Fighting is stained with dishonor — an unusual fact considering that many honorable martial arts are almost exclusively oriented towards weapon training. For instance, Kyujitsu and Kyudo focus on archery while Kenjitsu and Kendo focus on swordplay; both, however, are respected Japanese martial arts.

However, with few exceptions, honorable Street Fighters avoid the use of weapons in the ring: Street Fighting is a contest of skill against skill, not simply a gauge of who has better hardware. This attitude is often carried outside the ring, and the most honorable Street Fighters will avoid using weapons whenever possible.

There are, of course, occasions when armed combat may be acceptable. For instance, characters may be challenged to a weapons-duel and refusing could be a stain on their reputation. Furthermore, if an opponent resorts to using weapons, Street Fighters don't lose Honor for fighting back in kind — but

they do gain extra Glory if they are victorious without resorting to weapons use.

Duelists, however, are a special breed of Street Fighter: they attach no dishonor to the use of weapons in or out of the ring. Duelists study the same martial arts as most other Street Fighters, only their instruction focused on weapons-use. Duelists who fight exclusively in a Duelist tournament, or who use weapons only against other Duelists, do not lose Renown merely for weapons use. However, there are still conventions of "honorable" behavior associated with Duelist matches, which must be followed lest Honor or Glory be lost. Duelists who fight unarmed combatants do face a potential loss of Renown, while their opponents may gain Renown.

Note: Combatants who fight with Animal Companions are **not** considered unarmed!

DUELISTS AND RENOWN

Action	Honor	Glory
Using a Firearm	-1 Permanent	-1 Permanent
Using a weapon against an unarmed opponent	-2	+0
Choosing to fight weaponless against an Duelist	+1	+1
Fighting weaponless and defeating a Duelist	+0	+2
Losing because you fought unarmed against a Duelist	+1	+0
Disarming an opponent	+0	+1
Allowing a disarmed opponent to retrieve her weapon	+1	+0

STYLES AND WEAPONS TRAINING

Weapon use is often integral to the upper-level training of many martial arts styles — thus, even if the **Street Fighter** never uses the weapon, she may still have trained extensively with it. A number of the styles represented in **Street Fighter** are listed below, along with some appropriate weapons that might be studied.

Aikido

Staff
Bokken
Naginata
Spear

Baraqah

Saber
Staff

Capoeira

Razor

Kabaddi/Ler Drii

Bhuj (Axe)
Chakram
Katar
Pata
Saber
Spear
Staff

Kung Fu/Wu Shu

many, including
Broadsword
Saber
Spear
Staff
Steel Whip

Ninjitsu

many, including
Bow
Kusari, Kusarigama
Ninjato
Shuriken

Savate

Cane/Baton
Rapier

Shotokan Karate

Nunchaku
Sai
Staff
Tonfa

Special Forces

Combat Knife

Silat

Baton
Kris

Spanish Ninjitsu

Claw
Dagger
Rapier
Saber

Shuriken

Tai Chi Chuan

Baton
Broadsword
Spear
Staff

USING WEAPONS

Using weapons in **Street Fighter** is somewhat different from unarmed combat; although it is based on the same system, there are a few particulars which you should be aware of.

WEAPON TECHNIQUES

Each weapon has its own "spirit." Each weapon must be used in its proper place in order to be effective and enable the handler of the weapon to take advantage of its properties.

— Miyamoto Musashi, *The Book of Five Rings*

A number of Weapon Techniques are likely to come up during the course of a **Street Fighter** chronicle. These Weapon Techniques include:

- Axes
- Bows
- Blunt Weapons
- Chains/Whips
- Clubs
- Flails
- Firearms
- Knives
- Spears
- Staves
- Swords
- Thrown Weapons

AXES

This includes any variety of axe-like weapons, from a camp-axe to medieval battle-axes to the short axe of some Kung Fu styles. Depending upon the size of the weapon, it may be used one- or two-handed.

BLUNT WEAPONS

These are heavy instruments used to batter an opponent. They can be elaborate and beautifully-crafted maces or warhammers, or they can be rocks or heavy sticks picked up

WEAPONS AND UNARMED COMBAT

Weapons use often precludes other types of attacks. A Duelist using weapons will find his unarmed attacks restricted:

Punches: if using one-handed weapons, the Duelist may alternate between weapon and open-hand attacks. If using two-handed weapons, then she may not Punch.

Kicks: Weapon-wielding Street Fighters are not generally prohibited from kicks, although more acrobatic kicks may be restricted. Use common sense: attempting a Backflip Kick while holding a spear is not very practical — even for a Street Fighter.

Blocks: Armed Street Fighters may block with a free hand or their weapon, and most blocks are not restricted by weapons use.

Grabs: Street Fighters cannot attempt Grab maneuvers while holding a weapon.

from the ground. Depending upon the size of the weapon, it may be used one- or two-handed.

BOWS

Bows are not allowed within the ring, but they may be used in tournaments as tests or demonstrations of skill. The skill may be developed by hunters, assassins, hobbyists, and others. Bows are obviously two-handed weapons.

CHAINS/WHIPS

These are long, flexible weapons which are usually quite heavy. Their use involves a snapping motion at the weapon's terminus to produce a rapid and painful impact or a clubbing action which flexes around the target, thus hitting more of the target's surface. They can also be used to wrap around objects — such as, opponents' weapons (to disarm the person), rafters (to create an impromptu swingline), opponents' legs (to trip them), etc.

Note that a minimum Chains/Whips • or better is required to use these weapons without serious risk of self-injury. Use of these weapons accurately and with maximum effect is a complex skill.

FIREARMS

These are guns of any kind as described in **Street Fighter**. Storytellers may feel that Firearms as are not sufficiently threatening; if so, Storytellers can rule that Firearms automatically cause aggravated damage.

Honorable Street Fighters do not use Firearms. Of course, if a Street Fighter has any military training whatsoever, it is foolish to think that she will be ignorant in Firearms use — even the Samurai were trained in riflery, along with the bow. Some stylists have tried to establish gunmanship and Zen archery as cognates, but theirs is a minority view.

FLAILS

These are any weapons which have two or more sections connected by short lengths of chain or rope. Usually they are two foot-long rods, although they can have three or more rods, longer sections of chain, etc. If the chain is longer than a foot, however, the weapon is considered a Chain/Whip weapon.

KNIVES

These are short, bladed weapons, usually no more than a foot long. Knives (daggers, etc.) are one-handed weapons, and some can be thrown.

SPEARS

These are any weapons that have a long shaft with a blade on one or both ends. Unless specified otherwise, they can be thrown or used at close range, and are two-handed weapons.

STAVES

These are long (four foot or more) rods, usually made of wood. They are two-handed weapons.

SWORDS

These long-bladed instruments come in an unbelievable variety of shapes and sizes, and can be one-handed or two-handed weapons. While they are not balanced for throwing, the Storyteller may elect to allow a Street Fighter to throw her sword by spending one Willpower point.

THROWN WEAPONS

These are any weapons designed specifically for throwing, such as shuriken or darts. Like Firearms, Thrown Weapons are disdained by honorable Street Fighters. Their range is usually the thrower's Strength+Technique in hexes.

OTHER TECHNIQUES

Should the Storyteller need other Techniques (such as Anti-Tank Weapons), she should feel free to develop them based on the examples here.

WEAPONS MANEUVERS

Fighting with weapons is slightly different than unarmed fighting, and requires a different set of basic maneuvers. Any fighter trained in any Weapons Techniques has the following Weapons Basic Maneuvers.

ATTACKS

- Jab Strike: +2 Speed, -1 Damage, +0 Move
- Fierce Strike: +0 Speed, +1 Damage, +0 Move
- Strong Strike: -1 Speed, +3 Damage, -1 Move
- Berserk Attack: -2 Speed, +4 Damage, -3 Move (cost: one Willpower)

OTHER MANEUVERS

- Parry: +4 Speed, no Damage, no Move (Special: see description below)
- Disarm: -1 Speed, no Damage, -2 Move (Special: see description below)
- Movement: as unarmed fighting
- Grab: see description below

Players should complete eight combat cards for each Weapons Technique — one card per Basic Maneuver.

ATTACKS

These are the basic attack maneuvers. The first three correspond with the Jab, Strong, and Fierce Punch Maneuvers in unarmed combat. The fourth, Berserk Attack, is an all-out, do-or-die attack, usually used in desperation or rage. Players should use this Maneuver only when the Story calls for it — as the climactic blow of a major duel, for example. If used successfully, this Maneuver should have a dramatic effect (such as smashing through the target's blocking weapon or pinning the target to the wall behind them, etc.), and will gain the character one point of temporary Glory. Characters who routinely go Berserk run the risk of being perceived as unstable and dangerous.

PARRIES

Parrying with weapons is similar to the unarmed Block Maneuver. When a character Parries, he adds the +4 Speed Modifier to his Dexterity, and adds his Weapons Technique to his Stamina for the purpose of calculating the Soak.

When Parrying with a weapon, a character can add +2 Speed to her next maneuver (the following turn) if she uses the weapon. Parries, like Blocks, can be used to avoid some Knockdowns and as Abort Maneuvers.

DISARMS

Disarms only work against armed opponents, knocking the weapon out of the target's hand and away. The combatant rolls his Strength+ appropriate Disarm Technique—Weapon, Punch, or Kick. Successes rolled determine distance in hexes while the direction the weapon flies is the player's choice.

MOVEMENT

Movement is treated the same in armed and unarmed combat.

GRAB

Very few weapons can be used to Grab the opponent—generally such weapons must be flexible, like a chain or whip. This is determined on a weapon-by-weapon basis and by Storyteller discretion.

WEAPON DESCRIPTIONS

Your choice of weapons does not make much difference if you understand their nature.

—Miyamoto Musashi, *The Book of Five Rings*

The following weapons can be found used by Duelists and other Street Fighters, as well as Shadloo thugs and other dishonorable folk.

Bagh Nakh—This weapon, a.k.a. "Tiger's Claws," consists of a crossbar held in the palm of the hand, with long, sharp "claws" protruding from between the user's fingers—somewhat like a set of spiked brass knuckles.

Baliisong—This is a small, switchblade-like knife which has a 6" blade concealed in a lock-open handle. It is popularly called a "butterfly knife."

Baton—This is a simple club, typically used in law enforcement.

Bokken/Shinai—A bokken is a wooden katana, used in Kenjitsu practice. A shinai is a long bamboo sword used in the sport of Kendo. Since armor is usually worn while using these weapons, there is normally little chance of injury during practice with these weapons. However, even wooden swords can be deadly in the hands of a master.

Brass Knuckles—This item, popular among thugs, is simply a clump of metal rings which the user slips her fingers through to give her fist more "punch." These do not use a Weapon Technique, but are instead used in conjunction with Punch maneuvers.

Broadsword—This is a standard double-bladed straight sword found across the globe.

Butterfly Knife (true)—This short, broad-bladed sword, very often used in pairs, is popular among Kung Fu practitioners

Cestus—This heavy gauntlet, often worn in pairs, has spikes or knobs protruding from it at all angles. Like Brass Knuckles, a Cestus does not use a Weapon Technique, but is instead used in conjunction with the three basic Punch maneuvers.

Chain—This is a 2'–4' length of heavy chain. Like brass knuckles, it is a weapon favored by thugs, but is a bit more flexible and sophisticated in use. If the chain is weighted at either end, however, it uses the stats listed for a Kusari (see below).

Chakram—This South Asian weapon is basically a razor-edged frisbee, a sharpened metal ring which is deadly when thrown.

Garrote—This is anything used to strangle someone. Most garrotes are simply rope or lengths of cloth, and is a favorite weapon of assassins. If the target of the attack is taken by surprise or takes five or more health levels from the initial attack, he is considered to be choking and does not get to Soak the damage from subsequent Turns in the Hold! Once he is unconscious, the victim can take up to his Health again in aggravated damage before he asphyxiates.

A particularly nasty variant on the garrote is a thin wire garrote, which cuts into the target's flesh, severing their Carotid Artery and possibly even decapitating them. (Ick!)

Hook Sword—A popular Kung Fu weapon, the hook sword consists of a long rod with the tip curved into a large sharpened hook and a small axe-like blade extending perpendicularly from the handle. They are usually used in pairs, and can be used to Disarm or trip opponents. (Characters who know the Monkey Grab Punch maneuver and have Sword ••• or higher may use the Monkey Grab Punch with a pair of hook swords.)

Katana—The katana is often the weapon of choice for the modern samurai. Slightly curved with a single edge, the best katanas are excellent examples of craftsmanship and design.

Katar (Punch Dagger)—This South Asian weapon consists of a crossbar handle and a broad, triangular blade which protrudes from the wielder's fist along the plane of the arm. It inflicts a very wide wound. Because of the structure of the weapon surrounding the wielder's hand, it can be used as a gauntlet for blocking blade attacks.

Kris—A long dagger with a wavy blade, the kris cuts easily and deeply. It is the traditional weapon of the Silat system.

Kusari—This is a length of chain with a weighted end, usually a large metal ring. It can be used like a chain, but it can also be used to trip opponents, snare their weapons, etc. A variant design, the kusarigama, has a sickle at one end of the chain.

Longbow—This six-foot-long bow is a standard western weapon.

Naginata—The naginata is a Japanese polearm with a broad, curved blade at the end. It was often used by samurai.

Ninjato—this resembles the samurai's katana, but its blade is straight and shorter. Its hilt and scabbard often contain numerous small secret compartments to carry wire, darts, etc.

Nunchaku—Nunchaku are two short wooden or metal rods connected by a rope or chain. In the hands of an expert, they are versatile and devastating weapons.

Pata—This Indian variant of the broadsword has a gauntlet incorporated into the hilt. An awkward fencing weapon, it is primarily used for cavalry or demonstrations.

Weapon	Technique	Speed	Damage	Move	Special
Balisong	Knife	+2	+1	+0	Easily concealed
Bagh Nakh	Knife	+1	+1	+0	
Baton Blunt		+1	0	+1	
Bokken	Sword	+1	+3	+0	
Brass Knuckles	Punch	+0	+1	+0	Must be combined with a Punch Maneuver
Bow					
• Long Bow	Archery	+1	+2	+0	Range: 120 yards
• Short Bow	Archery	+2	+1	+0	Range: 90 yards
• Yumi	Archery	+0	+4	No move	Range: 150 yards
Broadsword	Sword	-1	+4	+0	
Butterfly Knife (true)	Sword	+0	+2	+0	
Cestus	Punch	+0	+2	+0	Must be combined with a Punch Maneuver, +1 to Soak if Blocking
ChainChainWhip		+0	+2	-2	Range: 2 hexes
Chakram	Thrown	+1	+1	-3	
Club	Blunt	+0	+2	+0	
Combat Knife	Knife	+0	+3	+0	
Garrote	Grab	-3	+4	No Move	Sustained Hold, may not be able to Soak (see description)
Hook Sword	Sword	+0	+3	+0	+2 Dice to Disarm
Katana	Sword	+1	+3	+0	
Katar	Knife, Punch	+2	+3	+0	+1 to Soak against bladed weapons when Blocking
Knife	Knife	+2	+1	+0	
Kris	Knife	+2	+2	+0	
Kusari	Chain/Whip	+0	+2	-1	Range 2 hexes, can be used to Grab for zero damage, +1 Die to Disarm
Kusarigama	Chain/Whip	+0	+3	-2	As above
Naginata	Spear	+0	+4	+0	
Ninjato	Sword	+1	+2	+1	
Nunchaku	Flail	+1	+2	+0	
Pata	Sword	-2	+3	+0	+2 to Soak if Blocking
Rapier		+2	+1	+1	
Razor	Knife	+2	+2	+0	
Saber	Sword	+1	+3	+0	
Saber (fencing)	Sword	+1	+1	+1	+1 to Soak if Blocking
Sai	Knife	+1	+0	+0	+1 to Soak if Blocking, +2 Dice to Disarm
Shikomizue					
• shaft	Staff	+0	+1	+2	
• blade	Spear	+1	+2	+1	
Shinai	Sword	+1	+3	+0	
Short Axe	Axe	+1	+2	0	Can be thrown
Shuko	Punch	+0	+1	+0	Must be combined with a Punch Maneuver
Shuriken	Thrown	+2	-2	+0	Can throw multiple (see description)
Sickle	Knife	+0	+3	+0	
Spear	Spear	+0	+3	+1	
Staff		+0	+2	+1	
Steel Whip	Chain/Whip	-1	+3	No Move	Range: 3 hexes; +2 Dice to Disarm; can be used to Grab for one die of damage
Switchblade		+2	+2	+0	
Throwing Knife	Thrown Weapon	+0	+0	+0	
Tonfa	Club, Punch	+0	+1	+0	+1 to Soak when Blocking
Wakizashi	Knife	+1	+2	+0	
Whip	Chain/Whip	-1	+2	No Move	Range 6 hexes ; +2 Dice to Disarm; can be used to Grab for one die of damage

Rapier — Primarily a fencing weapon, rapiers are among the thinnest and lightest of swords. Rapiers are almost exclusively thrusting weapons.

Razor — This is a straight razor used for combat. Capoeiristas often use them in tight situations.

Saber — A variant on the Broadsword, this weapon has a curved, single-edged blade. A fencing Saber resembles a Rapier, only it includes a knuckle guard.

Sai — This consists of a long, unsharpened blade with two tines extending from the handle, appearing much like a large fork. It is designed to catch and block incoming weapon attacks, as well as for stabbing. It can also be sharpened and used as a knife, with the same statistics as a normal knife.

Shikomi-Zue — This is a staff which has a dagger blade hidden in one or both ends. It normally looks like an ordinary staff or walking stick. However, with a twist of the handle, the blades lock into place and it can be used like a spear.

Short Axe — This item is as much a martial arts weapon as a camp instrument.

Short Bow — Although the range of the short bow is not that of the long bow, it is more easily concealed or transported. It is a common Ninja weapon.

Shuko: These are Ninja climbing claws, although the statistics can also be used to represent razor-tipped gloves or other claw-like weapons. They must be used with a Punch-based maneuver, which is delivered open-handed. They also lower the difficulty of any climbing attempt (one lower for wearing one claw, or two lower for a pair).

Shuriken — These are Ninja throwing stars, but can also be darts, razor shards, or any other bladed throwing weapon

not suitable for knife fighting. They are more irritating than deadly, but they are easily hidden and can hinder or even badly injure an opponent when thrown by a master. A character can throw one shuriken for each dot in Thrown Weapon Technique. Thus, as master ninja with Thrown Weapon ***** could hurl five shuriken simultaneously.

Sickle — This tool can be a deadly weapon, and was often used by feudal ninja when acting in the guise of simple farmers.

Staff — A wooden shaft from four to six feet long, the staff is a common weapon across the world. It is often one of the first weapons learned in a martial art.

Steel Whip — much like a standard whip, only its length is made of steel links.

Switchblade — This weapon, with a spring-activated blade, is a staple of criminals.

Sword cane — Usually appearing as nothing more than a simple cane, the handle and shaft separate, revealing a concealed rapier blade. Savateurs often wield them either as batons or rapiers — the weapon of choice for gentlemen.

Tonfa — This is a small club with an extra handle protruding approximately 1/3 of the length of the club.

Wakizashi — This short blade is worn and used as a companion to the katana.

Whip — This is the standard 18-foot-long bullwhip, favored by lion tamers and pulp heroes. Learning to use it is a painful and difficult experience, but it is a versatile weapon.

Yumi — This Japanese bow is the standard weapon of Kyudo and Kyujitsu, the arts of Zen archery.

Chapter 3:

PLACES
OF CONFLICT

*Know the other, know yourself,
And the victory will not be at risk:
Know the ground, know the natural condi-
tions.*

And the victory can be total.
— Sun Tzu, *The Art of Warfare*

Every day is filled with the potential for conflict, and every place is a possible setting for strife. The ring is not the only place where contenders will meet; be it a clash of fists or of wills, then any place may be an arena. Street Fighters in particular find their lives filled with tension and discord — whether in a stadium or surrounded by thugs in an alley, violence seems to follow them wherever they go.

The following settings represent a variety of stages for conflict. Some are actual arenas where contenders will vie for victory; others are places where Street Fighters may choose to visit “outside the ring” for rest and repose, only to find that conflict follows nonetheless.

IN THE RING...

THE PIT

Few people know that beneath the streets of Manhattan, where thousands pass overhead every day, is one of the most dangerous arenas in the United States. This arena, known only as the Pit, is the notorious secret arena of the Shade, an assassin of increasing reputation. Shade uses his arena to hone his skills, challenge adversaries, and get rid of his

nuisances. Unknown to many, the Shade is Bruce Garibaldi, a major figure in the East Coast Crime world. While many know of the Pit's existence, its specific location and its true nature are not fully grasped by most Street Fighters or their associates.

When a particular Street Fighter's skill catches Shade's notice, he has her kidnapped. His thugs — recruited from Garibaldi's crime syndicate for his use as the Shade — locate the victim, drug her, and toss her into the back of a waiting car. The victim awakens to find herself a prisoner in Shade's private dungeon.

The Pit is a large, plain, concrete chamber three floors underground, hidden beneath an apartment building not far from Garibaldi's own private penthouse. Steel doors open onto the arena at both ends. Behind one door is an elevator that leads to the building's ground floor. A special key is required to operate the elevator.

Behind the other door is a block of cells where Shade's “guests” are kept. The rooms, appointed with comfortable furniture and elegant decorations, look more like hotel suites than jail cells. Despite the luxurious settings, however, the doors are locked, firmly establishing the rooms' true purpose. The cells are monitored by a closed circuit television camera; Shade or his underlings communicate with the prisoner via a two-way intercom system. A prisoner's every need and desire are catered to as Garibaldi supplies gourmet food, personal trainers, doctors, and masseuses. He wants his opponents to

BLACK CHRYSANTHEMUM

Shade brought the secret for synthesizing this potent narcotic back with him from Japan, where it is used by some Ninja clans. The Thugues of India have also been known to use it, as well as the Vietnamese Mafia.

Shade uses a weakened version of this drug in the Pit: victims who are injected with this exotic drug roll their Stamina (difficulty 8). Failure indicates that the Fighter's Dexterity is lowered by one point for an hour; a batch doubles the duration. The more potent version of this drug, impractical for use in the Pit, renders a victim practically comatose for a day.

[Close Box]

The goal of Shade's arena is not to accumulate wins or losses, and increasing one's standing should be the last thing on a captive's mind. The Pit is about life and death, and some fighters have never returned from here. Shade sometimes leaves a fallen opponent to die from untended wounds. Occasionally he has even been known to stab unconscious opponents with his spear, murdering a defenseless person. If, on a whim, Shade decides to let an opponent live, he releases the captured Street Fighter after the fight. The prisoner is dumped in a remote location far from the arena. If a Street Fighter is abducted to "teach her a lesson" and then she wins the initial bout, she is returned to her cell. Sometimes she is released, but usually she is kept for a rematch; for this next fight, the opponent is drugged with Black Chrysanthemum to ensure her defeat.

Those who are kidnapped as potential recruits for Garibaldi's organization and fight well are offered a position after the contest: those Street Fighters who refuse to join Garibaldi's organization are simply executed in a secluded spot. If the fight was just a simple match between fighters, the captive is sometimes released unharmed, even if Shade lost. The character is once again drugged and taken to an alley or empty lot far from the Pit. Other times, depending upon Shade's whim, the captive is simply never seen or heard from again.

Story Ideas

Storytellers can use the Pit in a variety of ways. Before actually using the arena, however, Storytellers should use rumors about the Pit to intimidate the team — have the characters hear fearfully whispered stories about the grisly combat that goes on there.

- A character — particularly a Duelist — is abducted by Shade for a simple competition, to match styles and skills.
- A government organization or one of the World Warriors learns about the Pit, and asks the characters to shut it down.
- A Street Fighter (either a player character or Storyteller character) is getting too close to Garibaldi's operations. She is kidnapped and taken to this arena to "learn a lesson." The character must attempt an escape or take her chances in the arena with Shade while the rest of the team attempts to locate The Pit and rescue their colleague. If the captive is a Storyteller character, then obviously emphasis will be on the rescue mission. Otherwise, attention should be split between the captive and the rescuers.

be at their best — not injured, out of shape, or weak with hunger. When the time comes, the captive is taken under heavy guard to the main chamber.

Along the arena's ceiling are glass walls behind which the glitterati watch the bouts; attendance is by invitation, and only those with expensive and grisly tastes are invited. If word ever got out about who was in the audience, the careers of a number of important businessmen, entertainers, and politicians would be ruined; this threat serves to keep the spectators quiet about the location of the arena and the events that take place there — they cannot reveal the secret lest they destroy their own lives. Typically, none of the guests know Shade's true identity. Guests receive an invitation only a day or two before the match, usually over the telephone. As they sip

champagne and nibble caviar, the privileged few watch the bloodsport below.

Shade prefers to kidnap and fight other Duelists, in order to compare his prowess against theirs. Shade has been known to abduct fighters of other Divisions as well — typically fighters who have run afoul of Garibaldi's crime syndicate. If a fighter puts a stop to a drug deal, or breaks up one of his bookie operations, she can expect a visit from the Shade's thugs and a trip to the Pit. Some Duelists look forward to Shade's "invitation" — having heard about his reputation, they eagerly await a chance to test their mettle against the mysterious Shade. Rumors abound that those who fight particularly well are invited to join Shadoloo. There is no real basis for this speculation, although Shade has begun using his arena as a means of testing potential recruits for his — or Garibaldi's — crime syndicate.

Fair play is not one of Shade's concerns. If an opponent fights unarmed, Shade still uses his spear — a clearly dishonorable act. Sometimes, when Shade is unsure of the match's outcome, he has his contender's food laced with Black Chrysanthemum. If it becomes obvious that the captive has not eaten, then she is forcibly injected with the drug. The Shade is less likely to drug opponents whom he has kidnapped solely as a personal test of skill.

SONNY BENNETT'S WORLD OF BATTLE

This arena was founded in the mid-1980s by Sonny Bennett. It does not have a permanent location, traveling instead from city to city like a circus; a convoy of trucks and buses is required to haul the equipment and staff. The World of Battle is held in whichever prominent stadium is located in the host city, such as New York's Madison Square Garden. For two or three nights, Street Fighters square off against each other for the delight of the crowds. The entire operation then packs up and moves onto the next city in the tour.

The arena itself appears the same no matter where it is set up: it is a simple square ring with ropes around the perimeter. Contenders face off in shouting matches on a stage to the side while their theatrics are broadcast on the large-screens overhead. Backstage is a whirlwind of activity, with technicians scurrying from place to place, managers cutting deals, and fans pressing for autographs.

Sonny Bennett started out as a small-time promoter for a local martial arts tournament in Philadelphia. Held annually, the tournament was a showcase for local martial arts schools. The contenders were little more than children and part-time enthusiasts. Professional warriors avoided Bennett's arena, no manager would return his calls, and spectator attendance was low. Bennett was a low rung on the ladder to success, but overnight he became an important promoter with a large bankroll. The secret behind Bennett's sudden prosperity was Shadoloo, which bought Bennett's allegiance and instructed him to build an arena that would provide a covert cover for their operations. With Shadoloo's money, he developed the idea of a traveling martial arts exposition, similar to several professional Wrestling operations already touring the country. Now, managers are falling all over themselves to book their fighters at Bennett's arena.

Bennett has his own stable of fighters: some are up-and-coming, others washed up has-beens. Grudges and feuds are concocted to provide a reason for Street Fighters to clash, and to entertain the spectators. In between bouts, vignettes are staged where fighters posture, argue, and trade insults. Most of an evening's fights are between these fighters, but are a warm-up to the main event. Some say these fights are fixed, with the winner determined in advance. Of course, Sonny and his fighters deny this charge vehemently.

The main event is typically reserved for independent Street Fighters or teams. Teams are asked to compete in tag-team matches or large free-for-alls against teams or individuals drawn from Sonny's own stable of Street Fighters. Independents are booked weeks in advance and get top billing on the marquee.

More and more Street Fighters seek out Sonny and his World of Battle, as the arena becomes increasingly popular. This is bound to increase when Sonny eventually negotiates a deal to broadcast his fights on TV. Sonny also seeks out newcomers to Street Fighting, to give them a break into the big time: several fighters were given their first chance in this arena. Sonny is always looking for new talent to add to his stable, whether a hot new contender or a fading (but still popular) fighter. They are offered an exclusive multi-year contract with Sonny Bennett Productions and given a dressing room. Street Fighters can always be found milling about the arena, whether visiting for a single match or signed for several years.

Sonny is gracious and friendly to special guest stars, lavishing them with gifts and covering their hotel and food expenses. But to those in his employ, he is harsh and demanding. What remains a closely guarded secret, little known outside the World of Battle, is that Sonny exploits his regular fighters. He extends loans to his fighters at usurious rates, then demands payment in services: "If ya just take this package to the bar on the docks, I'll forget that last loan..."

Even if a fighter is not indebted to him, Sonny has a way of getting what he wants. He appeals to their sense of gratitude and guilt ("Think of all I've done for you"), bullies and browbeats them, and in some cases threatens loved ones. An insubordinate fighter may find herself continuously in bouts against pushovers and losers and other matches that do nothing for her reputation. A rebellious contender may find himself dead.

Thus, the fighters in Sonny's employ become unwitting pawns in Shadolo's schemes. Traveling across the country, attracting thousands of spectators and dozens of Street Fighters, the World of Fighting makes the perfect cover for Shadolo's criminal activities as packages and orders are delivered across the country. The fighters provide muscle and protection when it is needed. Despite the dangers, some information about Bennett's operation has slipped out, and some World Warriors have begun to suspect the World of Battle for what it truly is.

Story Ideas:

In addition to a one-time appearance, the World of Battle could easily become an ongoing fixture in the Storyteller's chronicle. Possible stories include:

- The characters are rookie Street Fighters, and unwittingly sign on with the World of Battle. What begins as a spectacular career opportunity slowly deteriorates into an immersion into the crime world and a life-or-death situation.
- The Street Fighters are asked by Cammy or Guile to infiltrate Bennett's operation and join his stable, looking for the right opportunity to reveal his plans or thwart them.
- A friend of the characters, now in Sonny's employ, comes to them for help. Sonny has been badgering and threatening her, and she now fears for her life and asks the characters for protection from Sonny's goons, which are conveniently on their way.

OUTSIDE THE RING...

THE FIRST ROUND

This New York City bar is a favorite hang-out for Street Fighters. Located in midtown Manhattan, it is nestled in the basement of an apartment building, just beneath an electronics store. A sign emblazoned with the bar's name hangs atop the stairs which lead down from the street level to the entrance. Some of the best martial artists in the world can be found here at any time, including many of the World Warriors. The First Round is a place where Street Fighters can come together in fellowship and swap stories. Grudges are left at the door.

Although it looks like a hole-in-the-wall from the street, the First Round is actually quite large. In addition to the long, mirrored bar along one wall, tables are scattered about the room. Of course, Street Fighters like to show off and compete,

but brawls of any sort are forbidden. To provide an outlet for the more vainglorious Street Fighters, the bar sponsors several tests of strength and skill: at the rear of the establishment, separated by a low wall, are a heavy bag and a speed bag, both equipped with meters that gauge a fighter's performance, as well as free-weights. Wagering on who can punch the hardest or lift the heaviest is common.

The First Round's main policy is a strict ban against fighting — a prohibition in effect since the bar's opening. A large sign over the bar informs newcomers of this rule and few dare to break it; even traditional enemies are expected to adhere to this policy. Helpful long-time patrons put a "word to the wise" in the ear of the occasional rowdy patron, while bouncers, usually down on their luck Street Fighters, enforce the "no-fighting" rule — which, of course, they are exempt from as required.

Should a customer be too much for the bouncers to handle, regulars have been known to lend a helping hand. If a patron insists on picking a fight, they are quickly shown the door. Such incidents, however, never become a room-clearing barroom brawl, and the offending visitor cannot count on help from any of the other customers. The First Round is a haven where feuds are put aside and fighters can just relax. No one wants to see this fragile peace disturbed.

The First Round is owned by Antoine Stewart, a Kung Fu stylist and former Street Fighter who fought under the name Tiger Fist until an injury — a broken leg that healed poorly — forced him to retire. Stewart took money he'd saved from his wins and bought the bar. He put the word out around the circuit, and soon attracted other Street Fighters to his new establishment. Stewart continues to manage it, and can be found here almost every night.

Despite being out of the circuit for years, Stewart still looks lean and strong. Often working the bar, newcomers to the bar may mistake him for hired staff — but not for long. He habitually greets newcomers to the bar by their first name if they've already been seen in the Street Fighting circuit. Friendly and always ready with fighting advice, he keeps abreast of current events, and can direct a person to a new manager or sensei.

The First Round is a good place for newcomers to meet more experienced fighters (and others who work the circuit, like managers) or to come for advice or information about a particular arena. Contacts can be made, or employment found. A visit by a World Warrior is not uncommon. On any night, a visitor may find Ken seated at the bar sipping a Green Tea or Guile drinking American beer. Managers also come here scouting out new talent, and promoters make certain that information on their upcoming tournaments is advertised here.

Anyone curious about a Street Fighter's rankings can consult Larry Williams, a former bookie now employed by Stewart to keep a tally of wins and losses. With his extensive gambling contacts in Vegas, New York, Monte Carlo, London and the Bahamas, Larry is able to keep track of practically every Street Fighter in the world. Larry needs to follow each fighter to determine the odds, and is also a master at sizing up opponents; what he doesn't know he can find out with a few quick phone calls.

The First Round is also famous for its cuisine, and has an unusual and extensive menu. Martial artists have some rather strange tastes, and this place caters to them all. Stewart employs three cooks who cover a range of cuisines — from Thai and Vietnamese to Indian and Russian. Fei Long can get a plate of snails in black bean sauce while E. Honda can enjoy some tasty sushi. The bar serves all types of drinks — from the

typical sodas, beer, and mixed drinks to more exotic concoctions like tiger's milk and lemon grass tea. The house specialty is the "Power Punch," a special drink of Stewart's own recipe. Filled with vitamins, protein and natural fruit juices, this drink is said to restore energy and strength.

The First Round also has its share of problems, however. It was inevitable that Stewart's fame would attract the wrong attention. When he first opened the bar, Stewart ran into some trouble with a Mafia family's thugs who "just dropped by for a visit." In short, they wanted him to buy liquor from them, to allow them to use the bar for special occasions, and to pay them protection money as well. Naturally, Stewart refused, and the thugs left, promising trouble.

Stewart needed help in keeping his fledgling bar from being destroyed, so he turned to his ex-colleagues for help. When the family's bruisers returned to tear the place apart, they found an unpleasant surprise waiting for them: a half-dozen Street Fighters itching for a tussle. All five thugs were sent to the hospital for rather lengthy visits.

This imbroglio started a six-month war between The First Round and the Mafia. Every time the Mafia sent thugs to intimidate Stewart, or vandalize the bar, the Street Fighters came to his rescue and sent the thugs packing. Eventually, because too many of the family's members were put out of commission, the Mafia called a truce, and Stewart was left alone. To this day, however, that particular syndicate bears a grudge, biding its time until it can take revenge. The main reason it hasn't simply bombed the place is that the family is waiting for Stewart to screw up and give them a chance to get a hold of a very desirable property.

Lately, The First Round has also attracted the attention of Shadoloo. Fighters from known Shadoloo stables have begun to visit the First Round, just like any other Street Fighter, but Stewart and the regular patrons don't like it. However, because the bar is intended to be a place for Street Fighters to put aside their differences and unwind, nothing can be done to stop Shadoloo.

Now know that Shadoloo's fighters do much more than just socialize; they come here to do business as agents for

Shadoloo: collecting information, picking up new instructions, and making deals. The rule prohibiting fighting unwittingly provides Shadoloo with protection. As long as the agents don't start any trouble, they don't have to worry. So far, neither Stewart, nor any of the bar's regular customers, has discovered Shadoloo's true activities at The First Round. What will happen when they finally do is anyone's guess.

Story Ideas

Aside from the camaraderie and information-gathering that takes place at The First Round, Street Fighters can also find adventure and conflict here. Storytellers can consider the following possibilities:

- The Street Fighters learn about Shadoloo's activities at The First Round by overhearing a crime being planned, or learn after the fact that a crime had been planned at the bar. The characters try to curtail Shadoloo's use of the bar or even stop the crime.
- The Mafia family returns with Street Fighters of their own (perhaps trained by Shadoloo?) to force Stewart to pay protection money or just to exact revenge. Stewart approaches the characters to help defend the bar or to get rid of the syndicate altogether.

NORTHERN CALIFORNIA BUDDHIST STUDY CENTER

In San Francisco's Chinatown stands a small, unassuming building. Known to the general public as the Northern California Buddhist Study Center, it is famous among Street Fighters as a place for reflection and recuperation. When the pressures of Street Fighting become too much, when a fighter loses her way or needs to retreat from the world, this is the place to come. Master Takashi, the Zen monk who runs the Buddhist Center, is known as an honorable man and a wise mystic.

The center was founded in the early-1970s, at the height of the "Age of Aquarius" — when peace, love, and Eastern philosophies were popular. Young Americans would come to the center to learn about Zen Buddhism, to "drop out and tune in" and become more in touch with themselves. At any time there would be a dozen students reciting Buddhist koans in search of enlightenment. Transcendental wisdom would come by breaking down logical thought and getting in touch with one's unconscious, searching for the answer from within. By 1976, however, the center had fallen on hard times. People stopped coming, and the building was almost empty. America had moved on to a new fad.

During this time, with few students to teach, Master Takashi contented himself by helping out local residents. He dedicated himself to service to his community, performing odd jobs in return for food or other services. He would intervene on a resident's behalf by aiding the sick, divining the future, or praying to the Buddha for assistance. This eventually got him into trouble with a local Tong, or Chinese gang.

In the 1980s, Chinese crime syndicates from Hong Kong moved into many large American cities. The Crimson Tigers was one such syndicate that had moved into Master Takashi's neighborhood. The Crimson Tigers demanded protection money, sold drugs, and introduced prostitution to the area. Chinatown became a more dangerous place to live and the crime rate increased.

STUDY CENTER

Zen masters use little stories to bewilder their students. These are called koans. They are specifically inane in their presentation, but when students come to understand nothingness they will also come to understand the koans.

—Miyamoto Musashi, *The Book of Five Rings*

The Zen Buddhist school distrusts the use of scholarship — the study of Buddhist scriptures (sutras) — and logic to achieve insight. Such methods can only distort the Buddha nature and prolong attachment to the world of forms. In the Rinzai school of Zen Buddhism, to which Master Takashi belongs, enlightenment comes after emptying the mind completely, so that reality can be experienced directly. To achieve this transformation, students wrestle with enigmatic riddles, or koans, to which there is no correct answer. Attempts to solve the unsolvable breaks down the walls of the ego, destroying the conceptual framework that binds the spirit world, as the student struggles to find the answer. Students are asked questions like.

- Can dogs have the Buddha-nature?
- What is reality?
- Does the universe exist or not?
- How?
- What is the sound of a one-armed man clapping?

Local shopkeepers and residents begged Master Takashi for help. He intervened when the Tong tried to assault a shopkeeper, and he drove drug dealers off of nearby street corners. The Crimson Tigers had been happy to leave the monk alone to burn incense and meditate, but when Master Takashi began to meddle in their affairs, the Tong reacted.

They came to bully Takashi; he sent them to the hospital for a lengthy stay.

Around the neighborhood, stories spread about the monk's martial arts prowess, how he defeated ten thugs single-handedly and turned aside their blows like a tree bows to the wind. Eventually, although Master Takashi was unable to completely get rid of the Tong, the Crimson Tigers gave up on the blocks surrounding the Buddhist Center and concentrated on other areas. The stalemate continues to this day.

In 1988, a famous Street Fighter of almost World Warrior rank came to Master Takashi looking for help. Prior to coming to Takashi, Ian Dixon had recently starred in a successful martial arts movie which earned him a lot of money and fame. People inundated him with offers of other roles, and business propositions poured in to market a line of vitamins, martial arts supplies, and a chain of schools. He practiced less and spent more time living the good life, becoming full of himself, his Kung Fu grew shoddy. Foolishly, as part of a publicity stunt, he agreed to a highly advertised fight in Las Vegas against a weaker opponent. Dixon lost badly. Afterwards, the offers dried up, his manager left him, and he found himself alone. Searching for himself, trying to regain his center, his focus, Dixon came to the Buddhist Center.

At first, Master Takashi refused to take on Dixon. Takashi felt that Dixon was not serious about helping himself, and was more interested in pity. But Dixon persisted, and Takashi saw something of Dixon's former self buried deep inside — the heart, dedication and honor he had before losing his way. He accepted Dixon, and through meditation and devotion to service, Dixon became a new person. The news of Dixon's triumphant return to Street Fighting, and Master Takashi's role in the matter, spread quickly. Other warriors began to come to the Buddhist Study Center. Seemingly overnight, the center was transformed from an empty building to a popular destination for warriors and students.

From the outside, the building appears as a simple three-story brick building, with only a few architectural flourishes such as an upturned roof and red lattice screens on the windows to distinguish it. There isn't even a sign advertising its location — would-be visitors must ask around for the address. On the inside, the building is open and airy. Many of the inner walls are Japanese sliding shoji screens, and tatami cover the wooden floors. Rather than beds, visitors sleep on futons. In the building's center courtyard is a Zen garden where visitors can meditate; rough, moss-covered rocks stand amid a sea of white stones. The building can accommodate up to three dozen people. Visitors are allowed to stay at the Buddhist Study Center for as long as they like. The only payment required is to perform simple chores around the building as necessary — and there is always something to do.

This is a place where Street Fighters can retreat from the pressures of their careers, to heal the mind as well as the body. Soothing shiatsu massage and communal baths work away tension. Ancient Eastern healing is available to rehabilitate the body while meditation helps to master inner demons or escape the cares of the world. With an influx of donations from grateful Street Fighters, the building has been renovated and a staff of nutritionists, massage therapists, and physical therapists has been added. Takashi's wisdom is eagerly sought, and he's recently taken on students to teach them Aikido. He also allows other Street Fighters — those with pure motives and proper conduct — to use his facilities to train their own students. Thus fighters who lack the resources to open a school of their own can pass on their martial arts knowledge to a new generation.

Story Ideas

The Buddhist Center can easily take a central role in a chronicle, as a haven for tired or wounded characters or a place to seek a sage's wisdom and instruction. Other plot ideas include:

- The Tongs, fearing that Takashi will marshal the Street Fighters and drive them out of Chinatown altogether, have formed an alliance and begun to recruit Street Fighters of their own. These fighters have started harassing the Center's residents or visitors.
- When the Buddhist Center is sparsely visited, the Crimson Tigers plan to attack their old enemy and put the Buddhist Study Center out of business. The player characters catch wind of this plot, or Takashi could ask them for their help, or are staying at this location when the attack occurs.
- The Street Fighters arrive to find the Center abandoned, and Master Takashi missing. The trail leads to Mriganka...

STREET FIGHTER

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